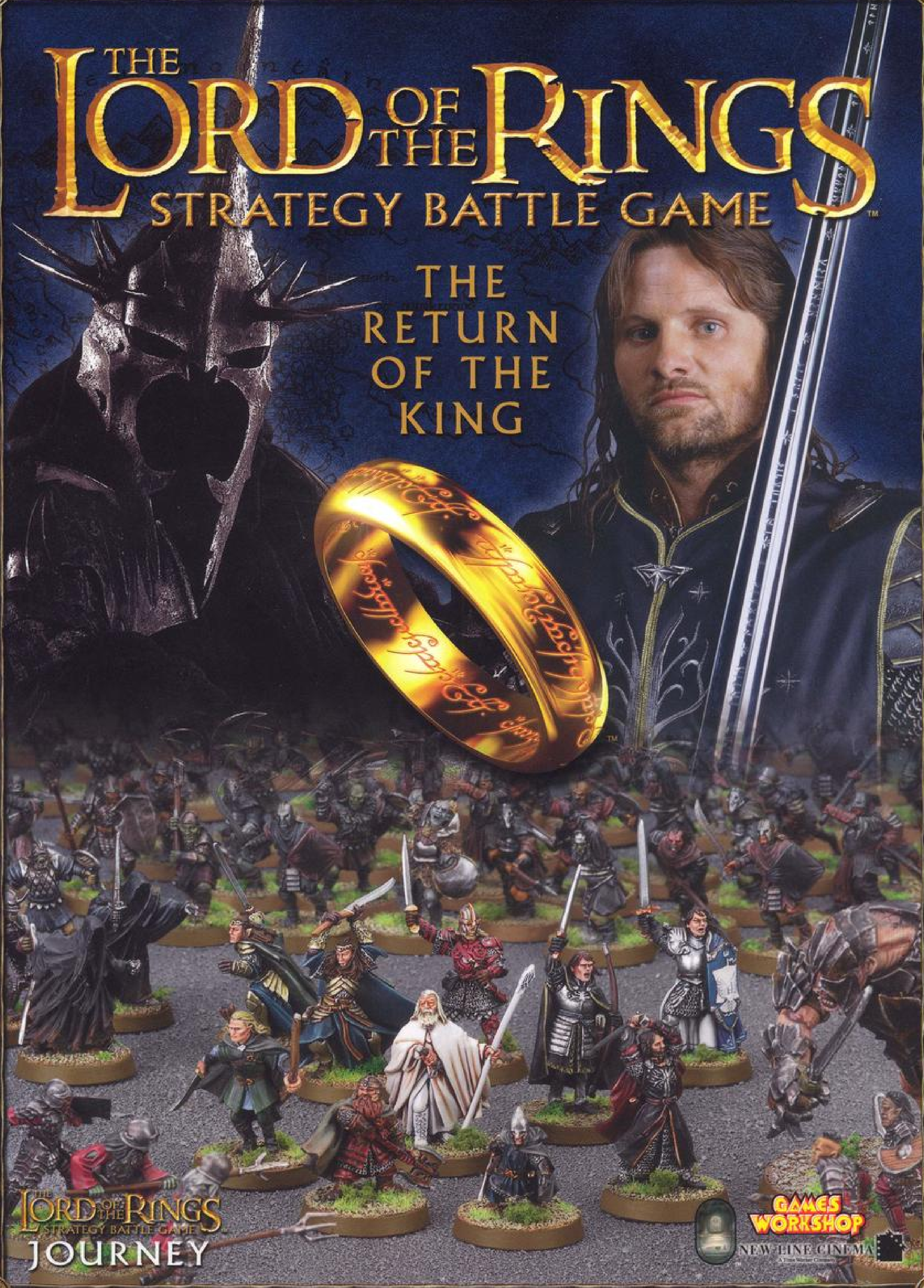
THE LORD OF THE RINGS
STRATEGY BATTLE GAME™

THE RETURN OF THE KING



THE LORD OF THE RINGS STRATEGY BATTLE GAME
JOURNEY

GAMES WORKSHOP
NEW LINE CINEMA

THE RETURN OF THE KING

A JOURNEY SUPPLEMENT FOR
THE LORD OF THE RINGS STRATEGY BATTLE GAME

> *"So we come to it in the end,*
> *the great battle of our time..."*
>
> *– Théoden to Hirgon, The Return of The King*

CONTENTS

Using this Supplement 4

The Return of The King 6
Frodo 8
Sam 8
Shelob 9
Gollum 9
Using your Existing Terrain 10
Materials 11
Shelob's Lair 12
Morannon Orcs 14
Wargs 15
Orcs & Warg Riders 15
Rohan 16
The Woses 18
Ghân-buri-Ghân 19
Ride of the Rohirrim 20
Warriors of Minas Tirith 22
Knights of Minas Tirith 23
Angbor the Fearless 24
Forlong the Fat 24
Fiefdom Troops 25
Haradrim 26
Serpent Riders 27
Serpent Guard 27
Khandish Warriors 28
Khandish Chieftain 29
Fell Beast 30
Ringwraiths 31
Knights of Dol Amroth 32
Men-at-Arms of Dol Amroth 33
The Rescue of Faramir 34
Gondor Battlecry Trebuchet 36
Mordor War Catapult 37
Easterling Warriors 38
Mordor Trolls 39
Gandalf the White 40
Gothmog, Lieutenant of Minas Morgul 41
Minas Tirith – Walls 42
Minas Tirith – Towers 44
Minas Tirith – Gatehouse 46
The Walls of Minas Tirith 48
The White Rider and the Black 50
The Horse and the Serpent 52
The Death of Kings 54
The Glory of Dol Amroth 56
War Mûmak of Harad 58
Charge of the Mûmakil 60
Legolas 62
Aragorn/Strider 62
The Army of the Dead 63
Gimli 63
Rangers of the North 64
Elladan and Elrohir 65
The Return of The King 66
Citadel Guard 68
Denethor 68
Building a Pyre 69
The Pyre of Denethor 70
Shagrat 72
Mordor Uruk-hai 72
Gorbag 73
The Tower of Cirith Ungol 74
Aragorn the King 76
The Eagles 77
The Black Gate Opens 78
The Battle of the Pelennor Fields 80
Linking the Scenarios 82
The Bestiary 84
Good Heroes 84
Good Warriors 89
Evil Heroes 92
Evil Warriors 94

By: Matthew Ward, Dominic Murray and Pete Foley. **Conceptual Design:** Alessio Cavatore, Jervis Johnson & Rick Priestley. **Miniatures Design:** Tim Adcock, Dave Andrews, Juan Diaz, Mark Harrison, Alex Hedström, Trish Morrison, Gary Morley, Brian Nelson, Alan Perry, Michael Perry, Steve Saleh & Dave Thomas. **Pre-Production:** John Michelbach, Mark Raynor, Ian Strickland, Sean Turtle & Nathan Winter. **Miniatures Painters:** Fil Dunn, Pete Foley, Neil Green, Neil Langdown, Darren Latham, Keith Robertson, Kirsten Williams & Anja Wettergren. **Terrain:** Mark Jones. **Thanks to:** John Mayo & David Imhoff at New Line Cinema; Laurie Battle at Tolkien Enterprises; & Nelson.

PRODUCED BY GAMES WORKSHOP

Copyright © Games Workshop Limited 2007 excepting all materials pertaining to the New Line theatrical productions: The Fellowship of the Ring; The Two Towers; and The Return of The King which are © MMVII New Line Productions, Inc. All Rights Reserved. All quotations from J.R.R. Tolkien's literary trilogy The Lord of the Rings (including any of the volumes thereof) © The Tolkien Estate 1954-55, 1966. All rights reserved. The Watcher Logo, The Lord of The Rings, The Fellowship of The Ring, The Two Towers, The Return of The King and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. and Games Workshop Ltd. All Rights Reserved. Games Workshop, the Games Workshop logo, 'Eavy Metal, Citadel and the Citadel device are either ®, TM and/or © Games Workshop Ltd 2000-2007, variably registered in the UK and other countries around the world. All Rights Reserved

All other materials, including specific game rules, strategy and augmented materials, copyright © Games Workshop Limited 2007. All Rights Reserved. Games Workshop and the Games Workshop logo 'Eavy Metal, Citadel and the Citadel device are either ®, TM and/or © Games Workshop Limited 2000-2007, variably registered in the UK and other countries around the world. All Rights Reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of New Line.

British cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library.

Pictures are used for illustrative purposes only. Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

Games Workshop The Lord of The Rings web site:
www.games-workshop.com/lotr/

Games Workshop web site:
www.games-workshop.com

UK
Games Workshop,
Willow Rd,
Lenton,
Nottingham NG7 2WS

US
Games Workshop,
6721 Baymeadow Drive,
Glen Burnie,
Maryland 21060-6401

Australia
Games Workshop,
23 Liverpool Street,
Ingleburn
NSW 2565

Canada
Games Workshop,
2679 Bristol Circle,
Unit 3, Oakville,
Ontario L6H 6Z8

Northern Europe
Games Workshop,
Willow Rd,
Lenton,
Nottingham NG7 2WS

NEW LINE CINEMA
A Time Warner Company

Tolkien Enterprises TM

INTRODUCTION

The Ringbearer is on the very fringes of Mordor, Sauron's armies are on the move and the world stands upon the brink of a new age. This is The Return of The King, the final chapter in the tale of The Lord of The Rings.

Journey supplements allow you to play out famous scenes from The Lord of The Rings, following the journeys of the Heroes of The Fellowship. As the third Journey supplement in the series, this volume is an ideal follow-on to The Fellowship of The Ring, or The Two Towers. It's not essential to have played either preceding supplement, but destroying the One Ring is much more satisfying if your efforts have brought it safely all the way from Bag End!

The main pages of this supplement cover three subjects:

SCENARIOS

PAINTING

TERRAIN

The scenarios recreate the exciting encounters from The Return of The King. The Good player takes control of the armies of the Free Peoples – Warriors of Minas Tirith, Riders of Rohan and Rangers of the North – while the Evil player marshals the Orcs, Trolls and other baleful creatures of Mordor. At the head of each army are the greatest Heroes of Middle-earth, and victory or defeat will rest on how well you direct the skills and powers of Gandalf, Aragorn, the Witch-king of Angmar, and many others.

This supplement will also help you collect and paint all the models you need. Detailed guides cover the techniques you'll want to use to get your Citadel miniatures looking great.

You'll also be shown how to build the terrain you need to play the scenarios, reusing some of the skills you've learnt as part of your journey through The Fellowship of The Ring and The Two Towers.

When you reach the end of this volume you'll not only have built and painted a substantial collection of Citadel miniatures and gaming terrain, but also have decided whether this new age of Middle-earth is one of peace, or a time of despair ruled by the tyrannical Sauron!

The fate of Middle-earth is in your hands…

Mat

– Matthew Ward.

USING THIS SUPPLEMENT

The pages of this supplement are divided into three types: Scenarios, Painting and Terrain. Each page type is explained here.

SCENARIOS

Each scenario depicts a particular scene from The Return of The King book or film. Played in order, they follow through the entire story.

At the back of this supplement you will find a more advanced way to link the scenarios, to form a continuing adventure. There is also a summary of the profiles for all the model warriors and creatures you will need to play.

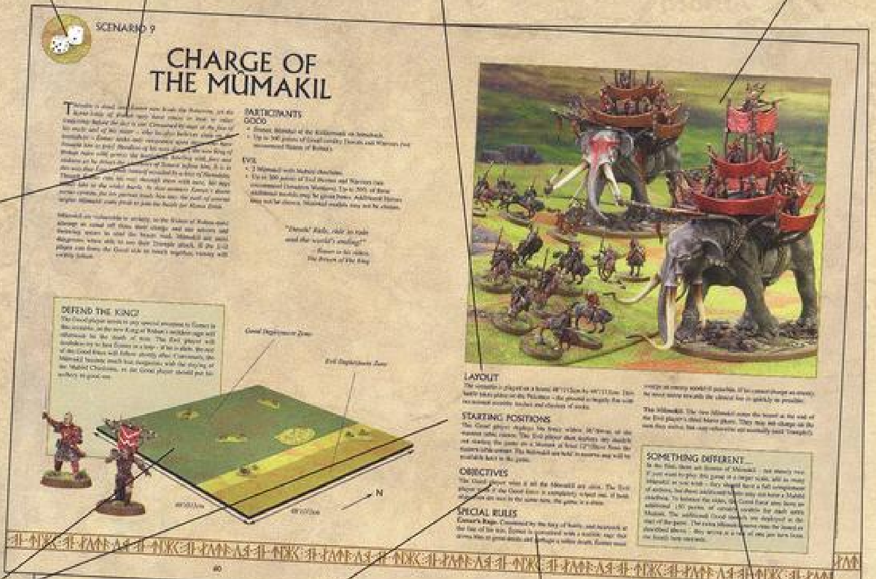
The dice icon denotes a Scenario page.

The story – setting the scene for this encounter.

'Layout' suggests how to set up the terrain – this is also shown on the board map.

The photograph helps set the scene by combining miniatures and terrain to create an exciting battlefield.

'Participants' lists the models that are required for the scenario. It will also often give a points value for additional models that the player can add to his force, as well as advice as to what these models could be. Sometimes there are restrictions to these additional forces – these vary from scenario to scenario and are clearly stated.



'Starting Positions' details where to deploy your models (again this may be illustrated on the map).

'Objectives' describes what each side must do to win.

The scenarios all have special rules which apply only for that particular battle.

'Something Different' gives you ideas on how to use the scenarios with different models, victory conditions or special rules if you wish to play a variant scenario.

EQUIPMENT

You will see in The Lord of The Rings manual that many characters have various options for the equipment they carry or the mounts they ride. Each scenario in this book explicitly states the wargear that each required Hero has – additional characters chosen by the player may have any combination of equipment that the player feels suitable.

PAINTING

As the story progresses, these pages provide instructions and tips for painting the miniatures required in the scenarios, expanding and adding to the knowledge presented in The Fellowship of The Ring and The Two Towers.

On Painting and Terrain pages, the different paints are symbolised by coloured circles:

●● *means use one colour followed by the next.*

○○ *means to mix the colours.*

PAINTING

WAR MÛMAK OF HARAD

MAHÛD CHIEFTAIN

EXTRA DETAILS

WARPAINT

BANNERS

Painting pages are marked by this icon.

Colour guides show the specific Citadel Colour and Foundation paints used on the models.

A photograph of the finished model shows what to aim for.

Step-by-step guides show how we have painted the models shown.

TERRAIN

Building on what you've already learned in previous journey supplements, the Terrain pages show how to make model scenery to represent Middle-earth. Many of the terrain pieces are multi-purpose and can be used for many different battles.

A page showing all the tools and materials you will need to complete the terrain projects can be found on the inside back cover.

TERRAIN

MINAS TIRITH

TOWERS

On larger projects, photocopyable templates are provided for ease of construction.

A modelling knife shows these are Terrain pages.

Each terrain project has step-by-step photographs, explaining clearly what to do.

THE RETURN OF THE KING

Through the efforts of The Fellowship and the valiant Men of Rohan, Saruman has been defeated and his army of Uruk-hai scattered to the four winds, yet the War of The Ring is only just beginning. Fearing that The One Ring has been found and that one amongst his foes will have the strength to wield it, the Dark Lord Sauron has unleashed his armies against Gondor. Only by uniting as one can the Free Peoples hope to endure, for the hosts of Mordor outnumber their foes many times over.

THE WHITE RIDER

Perceiving that Minas Tirith will soon come under siege, Gandalf rides to aid the White City. Swift Shadowfax also carries Pippin, whose Tookish curiosity has already led him to investigate the Palantír of the defeated Saruman and so brought him to Sauron's attention. Gandalf seeks to contain Pippin's mischief, or at least keep it close enough to hand that any damage can be limited. However, Gandalf still maintains the expectation that this fool of a Took will prove his worth before the end. It is well that Gandalf rides to Minas Tirith for, though it appears strong from without, the White City teeters on the brink of despair in the face of Sauron's malice. Before this war is over, Gandalf and Pippin will be tested not only by fire and steel, but also by the malign sorceries of the Witch-king of Angmar and the madness of Denethor. Neither Wizard nor Hobbit will come through it unchanged.

THE MUSTER OF ROHAN

Merry has fallen into the company of the Men of Rohan, and has sworn himself to king Théoden's service. The Rohirrim, though bloodied at the siege of Helm's Deep, do not intend to abandon Gondor in its hour of need and are mustering to their ancient ally's side. Though Théoden attempts to shield Merry from the horror to come, the young Hobbit refuses to be left behind. Merry finds himself hidden amongst the host by Éowyn, who has assumed a man's mantle, for she also rides to war against Théoden's wishes. Unwelcome though they are, both Merry and Éowyn are destined for great glory upon the Pelennor Fields, and will defeat one of the greatest evils ever to walk Middle-earth.

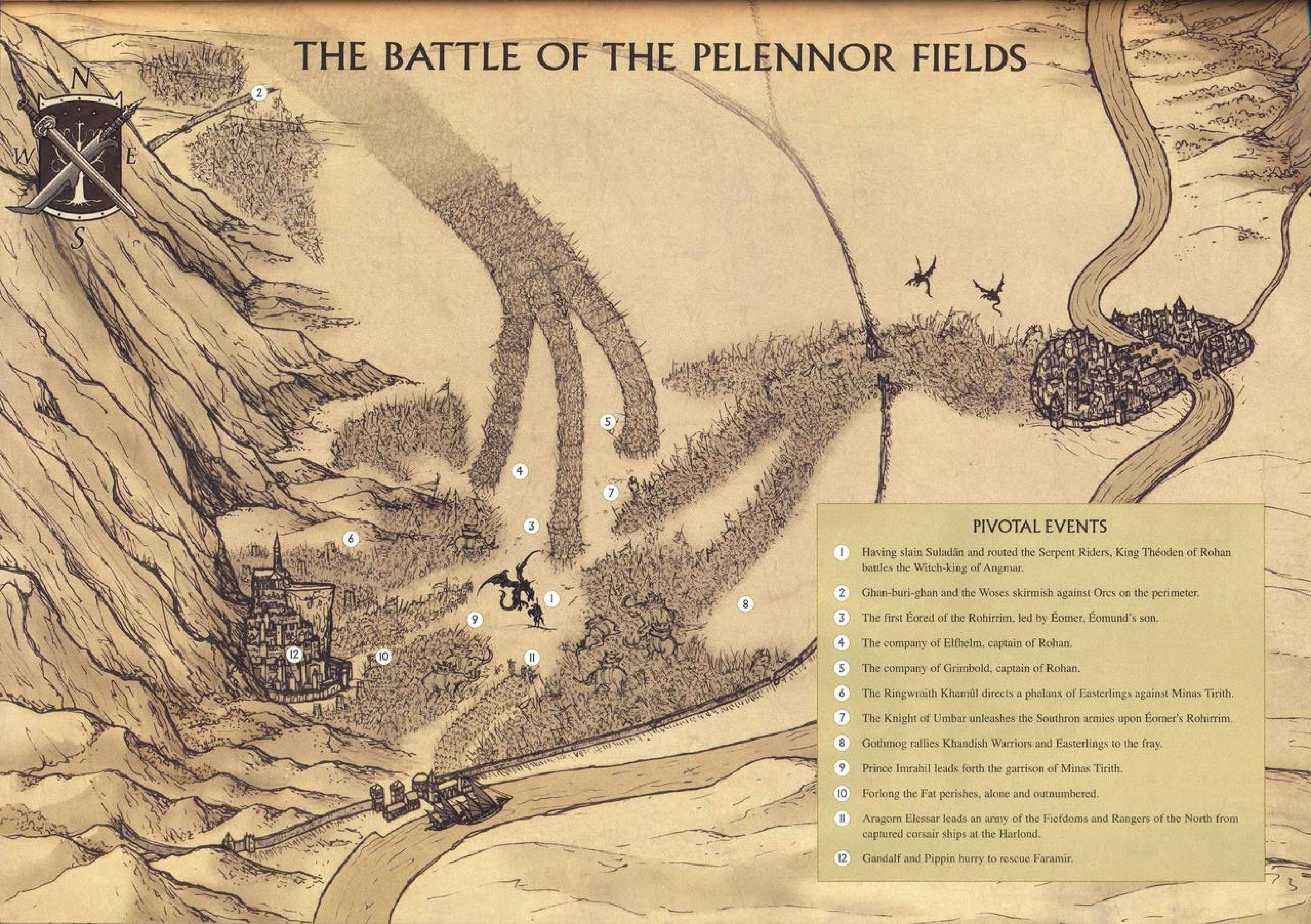
THE PASSING OF THE GREY COMPANY

Seeking to arrive at Minas Tirith by another route, Aragorn walks a dark path long ago decreed in prophecy. Accompanied not only by stalwart Gimli and noble Legolas, but also by many kinsmen newly come to his side, Aragorn rides the paths of the dead. Isildur's heir seeks the oathbreakers of Erech, spectral warriors who long ago reneged on a promise to oppose Sauron, and whose loyalty only he can command. If Aragorn can bind the long-dead traitors to his will, he can bring a new force to the defence of Gondor, one against which no mortal creature can stand. If he cannot, Minas Tirith will surely fall.

THE LAND OF SHADOW

No matter which side is victorious in the fight for Minas Tirith, the War of The Ring will be won or lost by the actions of two small Hobbits. Frodo and Sam stand on the edge of Sauron's domain, determined to see their quest, and the destruction of The One Ring, through to the very end. To this point, the journey has been hard and fraught with danger, but the path that Frodo and Sam now tread is most perilous of all. Not only Orcs and Uruk-hai, but darker and fouler things stand between the Ringbearer and his goal. Should the Hobbits triumph against these adversaries, they must then survive the treachery of wretched Gollum, whose thirst for The Ring will soon overcome his oath to serve Frodo…

THE BATTLE OF THE PELENNOR FIELDS



PIVOTAL EVENTS

① Having slain Suladân and routed the Serpent Riders, King Théoden of Rohan battles the Witch-king of Angmar.

② Ghan-buri-ghan and the Woses skirmish against Orcs on the perimeter.

③ The first Éored of the Rohirrim, led by Éomer, Éomund's son.

④ The company of Elfhelm, captain of Rohan.

⑤ The company of Grimbold, captain of Rohan.

⑥ The Ringwraith Khamûl directs a phalanx of Easterlings against Minas Tirith.

⑦ The Knight of Umbar unleashes the Southron armies upon Éomer's Rohirrim.

⑧ Gothmog rallies Khandish Warriors and Easterlings to the fray.

⑨ Prince Imrahil leads forth the garrison of Minas Tirith.

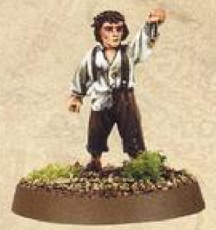
⑩ Forlong the Fat perishes, alone and outnumbered.

⑪ Aragorn Elessar leads an army of the Fiefdoms and Rangers of the North from captured corsair ships at the Harlond.

⑫ Gandalf and Pippin hurry to rescue Faramir.

FRODO

It is in Frodo's hands that the fate of the free world rests, for his task is to carry The Ring of Power to Mount Doom and there destroy it. Frodo appears in Shelob's Lair (page 12) and The Tower of Cirith Ungol (page 76).



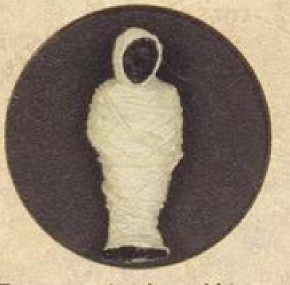
●● **Shirt:** Graveyard Earth, Kommando Khaki.

◐● **Trousers:** Scorched Brown/Chaos Black, Codex Grey.

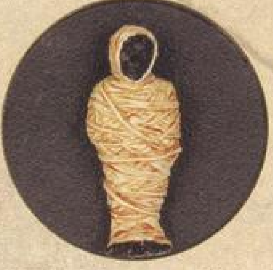
●● **Hair:** Scorched Brown, Bestial Brown.

●● **Skin:** Tanned Flesh,
● Dwarf Flesh, Elf Flesh.

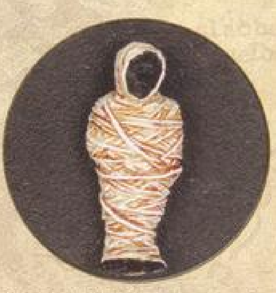
SPIDER WEBBING



To start, paint the webbing Dheneb Stone.



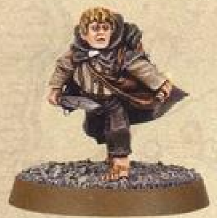
Next, apply watered down Flesh Wash.



To finish, highlight the raised areas Skull White.

SAM

Inseparable companion of the Ringbearer, Samwise Gamgee will prove his worth a dozen times over in these final stages of the quest, defending Frodo from Gollum, Orcs and Shelob. Sam appears in Shelob's Lair (page 12) and The Tower of Cirith Ungol (page 76).



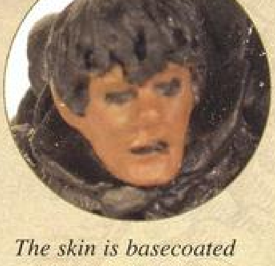
●● **Hair:** Bestial Brown, Snakebite Leather.

◐ **Cloak:** Bleached Bone/Chaos Black.

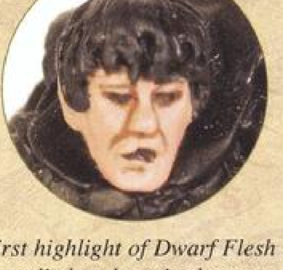
◐ **Trousers:** Dark Angels Green/Chaos Black.

◐● **Jacket:** Chaos Black/ Codex Grey, Codex Grey.

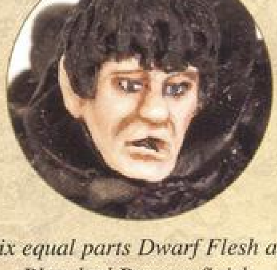
SKIN



The skin is basecoated with Bestial Brown.



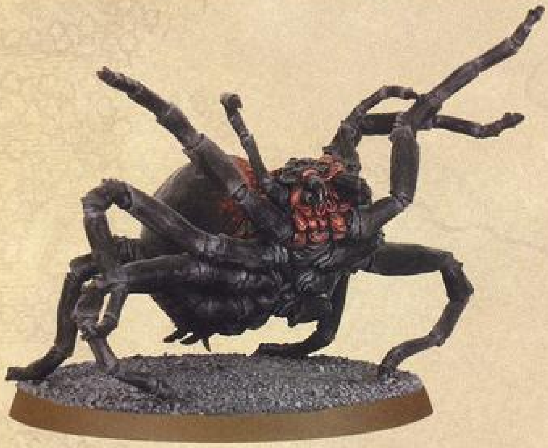
A first highlight of Dwarf Flesh is applied to the raised areas.



Mix equal parts Dwarf Flesh and Bleached Bone to finish.

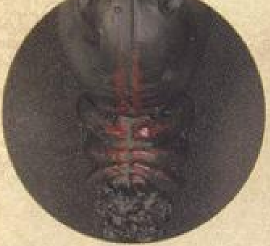
SHELOB

A bloated spider-demon of the ancient world, Shelob lurks in the caverns of Cirith Ungol, preying upon any foolish enough to enter her domain. Through Gollum's scheming, Frodo is soon to fall into her clutches. Shelob appears in Shelob's Lair (page 12).

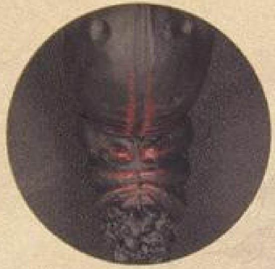


● ● ○ **Body:** Chaos Black, Codex Grey, Fortress Grey.

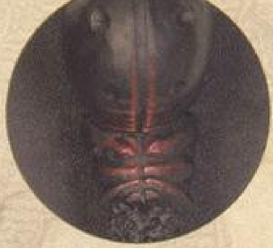
MARKINGS



Paint the markings Scab Red.



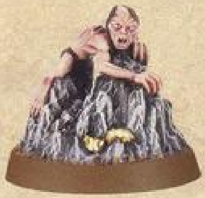
Highlight with Scab Red and Dwarf Flesh.



Finish off with a fine highlight of Dwarf Flesh.

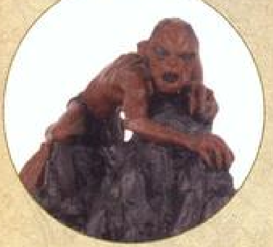
GOLLUM

Driven by his need to possess The Ring, Gollum has tracked Frodo since the catacombs of Moria. Though bound by a promise to aid Frodo in his quest, Gollum's hunger for 'his precious' will soon drive him to break his word. Gollum appears in Shelob's Lair (page 12).

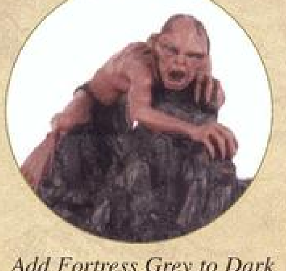


● ○ **Hair:** Codex Grey, Fortress Grey.

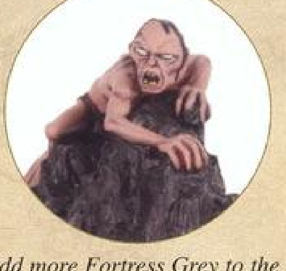
● ● **Loincloth:** Scorched Brown, Bestial Brown.



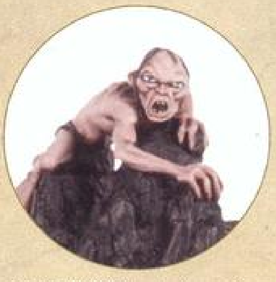
Paint a basecoat of Dark Flesh.



Add Fortress Grey to Dark Flesh and highlight.



Add more Fortress Grey to the highlight mix.

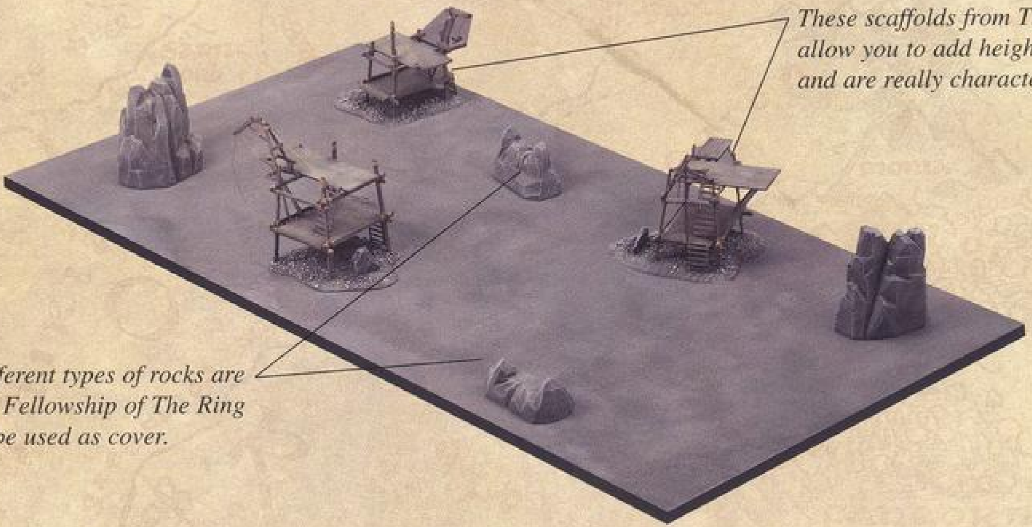


Add Skull White to the mix and apply the finest highlights.

USING YOUR EXISTING TERRAIN

Being the third of The Lord of The Rings journey supplements, the Return of the King makes great use of the terrain used in The Fellowship of The Ring and The Two Towers. By using a combination of the scenery from the previous supplements you will be able to enjoy all the scenarios from The Return of The King. As well as that, you'll be taught to build even more scenery within this supplement that can be used alongside the terrain you built for your previous adventures.

Both the green and grey boards were built in The Fellowship of The Ring and can be used to represent any area of Middle-Earth.

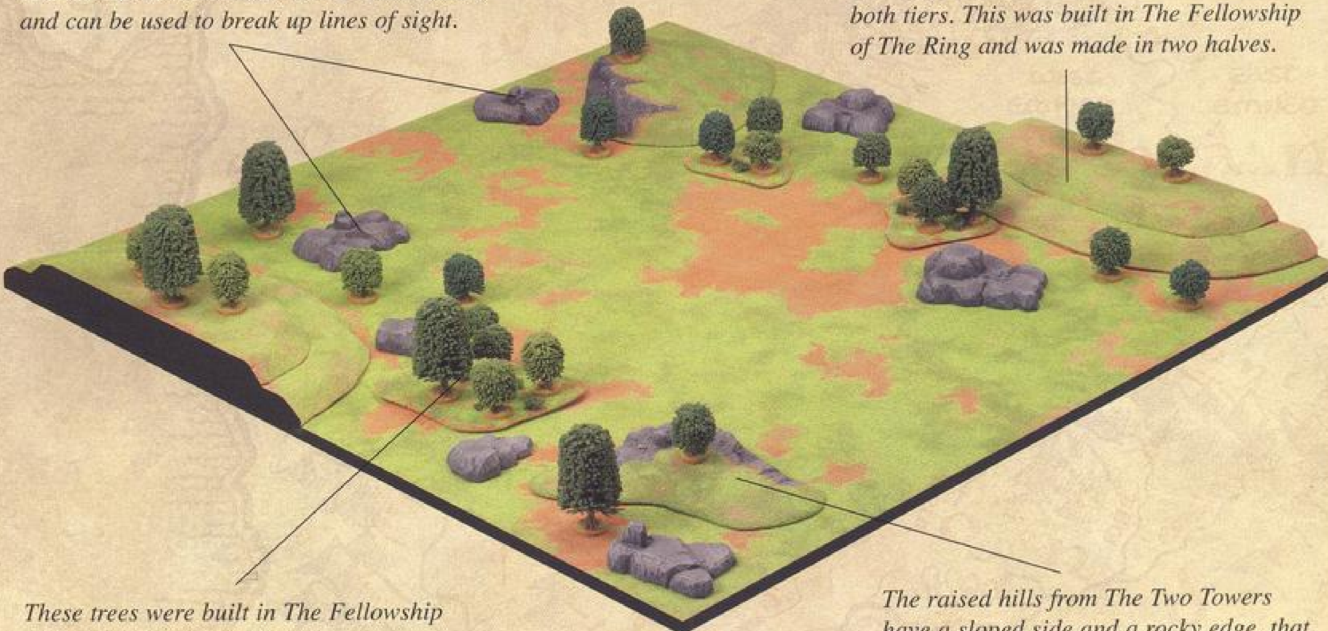


These scaffolds from The Two Towers allow you to add height to your games and are really characterful.

These different types of rocks are from The Fellowship of The Ring and can be used as cover.

The low rocks were made in The Two Towers and can be used to break up lines of sight.

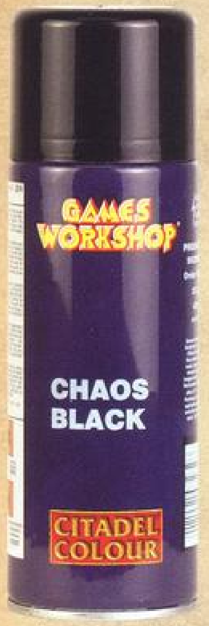
The large hill allows miniatures to stand on both tiers. This was built in The Fellowship of The Ring and was made in two halves.



These trees were built in The Fellowship of The Ring and can be used individually or on grouped bases.

The raised hills from The Two Towers have a sloped side and a rocky edge, that counts as difficult terrain.

MATERIALS


Chaos Black spray paint

Large flat-headed brush

Citadel hot wire cutter

Games Workshop Cutting Set

Brush bristles

Ready-mix filler

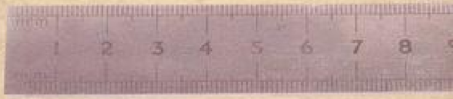
Green Flock

Static Grass

Modelling Sand

Modelling Gravel

Square wooden dowel


Metal ruler

Citadel Colour paints & paintbrushes

Water Effects

Citadel PVA glue

Wooden basing material

Balsa wood

Thick card

Thin card

Foamboard

Paper

Polystyrene

SCENARIO 1

SHELOB'S LAIR

After leading Sam and Frodo safely through Ithilien and the Morgul vale, Gollum finally springs his trap. In a mouldering cavern high in the mountain pass of Cirith Ungol, the Hobbits unwittingly enter the shadowy lair of Shelob, child of Ungoliant. A spider of incredible size and remarkable appetite, Shelob preys upon those who stray into her domain, whether they be Orcs, Men, Elves, or other less nourishing beasts. An unnatural kinship has long existed between Shelob and Gollum and he now leads the unwary Hobbits to their doom, content to retrieve his precious Ring from their desiccated husks once Shelob has eaten her fill.

To win this game, the Evil player must keep Sam and Frodo separated. Together, they stand a chance against their foes (especially if Gollum has a change of heart at the wrong moment). Apart, the Hobbits are ripe for the eating!

> *"Now come, you filth...We're going on; but we'll settle with you first."*
>
> – *Sam to Shelob, The Two Towers*

PARTICIPANTS

GOOD

- Frodo Baggins.
- Samwise the Brave with Elven cloak.

Note that Frodo carries Sting in this scenario, not Sam, so the Good player should use the lower of Sam's two Strength profiles.

EVIL

- Shelob.
- Gollum.

LAYOUT

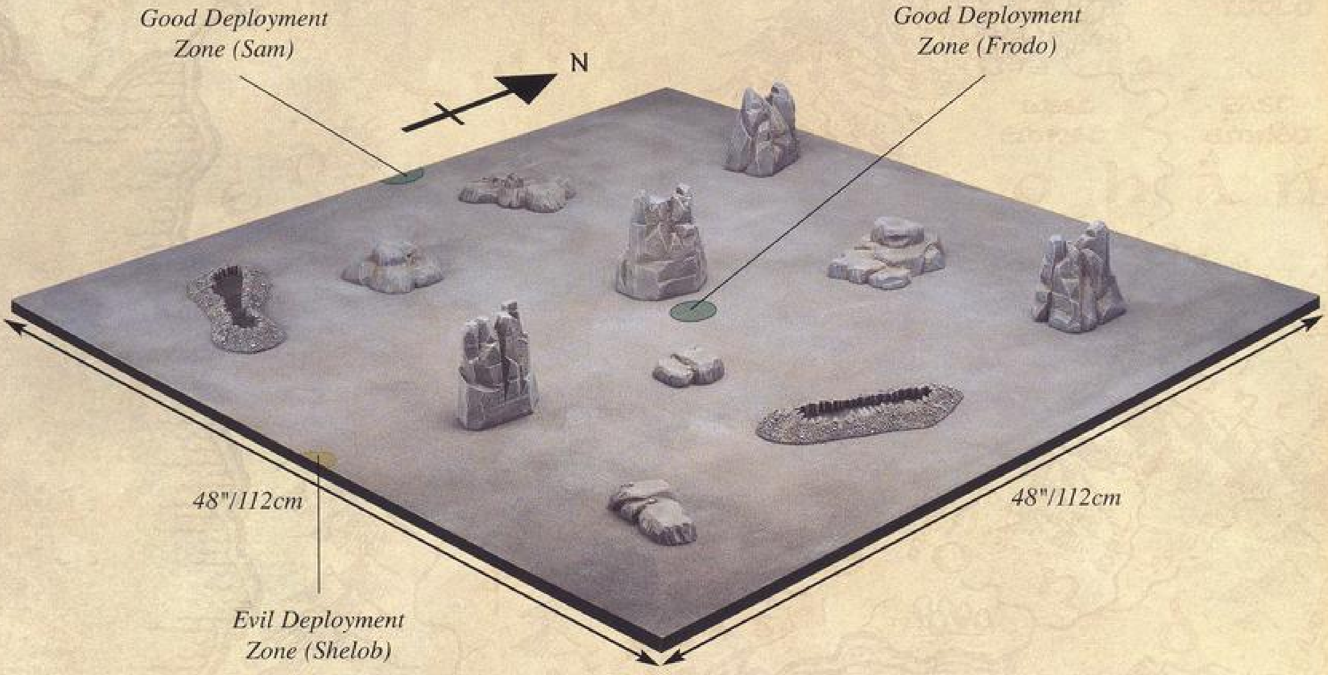
This scenario is played on a board 48"/112cm by 48"/112cm. The board should be littered with boulders and areas of rocky difficult terrain (see map).

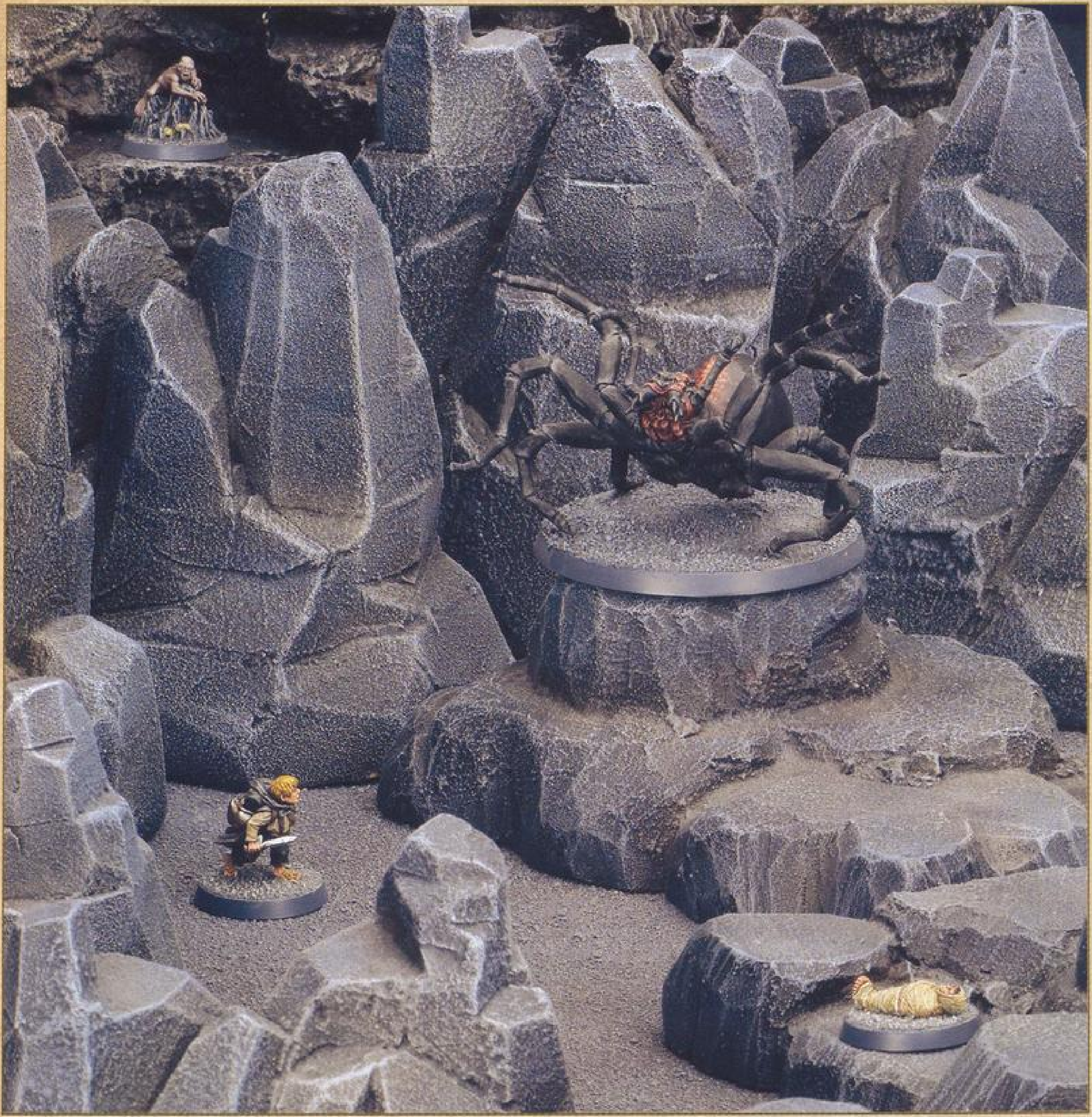
STARTING POSITIONS

Shelob is placed in base contact with the centre of the south table edge. The Good player then places a Sam in base contact with the centre of the west table edge and Frodo in the centre of the table. The Evil player then places Gollum anywhere on the board, but at least 12"/28cm away from another model.

OBJECTIVES

To win, the Evil player must kill both of the Hobbits. The Good player must either kill Shelob or, more likely, cause her enough pain to convince her to flee back to her lair (see Shelob's Special Rules). Alternatively, the Good side wins if Frodo exits the table from the east table edge.


Good Deployment Zone (Sam)
N
Good Deployment Zone (Frodo)
48"/112cm
48"/112cm
Evil Deployment Zone (Shelob)



SPECIAL RULES

Samwise the Brave! Sam will always pass Courage tests in this scenario. Sam also carries the glass phial Galadriel gifted to Frodo – he causes Terror.

Not here, not so close to the Eye! Frodo would not dare to put on The Ring so close to the ever-watchful Enemy, so in this scenario he cannot use it.

Sting. The bitter spike of this ancient sword can cause Shelob great harm, if only it can be set against her flesh. Blows from Sting will wound Shelob automatically. If Frodo is slain, use the 'webbed' Frodo to mark where he fell – Sam can retrieve Sting by moving into base contact with the marker.

Shadowed Huntress. Shelob seeks defenceless and tasty morsels, not ones that fight back. Accordingly, she may not spend Will points to pass Courage tests in this scenario.

SOMETHING DIFFERENT…

Shelob is more accustomed to hunting the Orcs of Cirith Ungol when she hungers. Try playing this scenario with 100 points of Orc Warriors on the Good side instead of Sam and Frodo. All of the Orcs deploy within 3"/8cm of the west board edge. The Good player wins if half of his force exits the board via the east board edge.

MORANNON ORCS

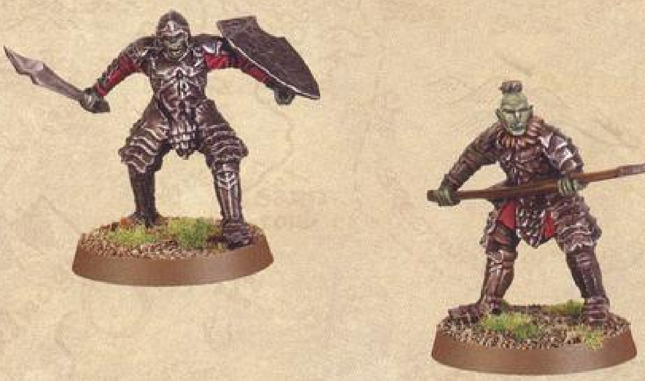
Sauron's Orcs come in many forms, each race bred to perform different functions in the Dark Lord's war against the West. Morannon Orcs are his assault troops, far stronger than a Man and clad in layered plate armour. We suggest you use Morannon Orcs in Ride of the Rohirrim (page 20), The Rescue of Faramir (page 34), The Walls of Minas Tirith (page 48), The Glory of Dol Amroth (page 56) and The Return of The King (page 66).

● ● **Hair:** Chaos Black, Codex Grey.

● ● **Skin:** Catachan Green, Camo Green.

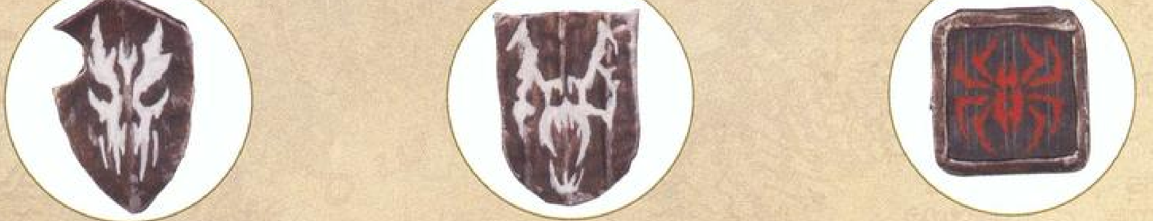
● ● **Armour:** Tin Bitz, Chainmail.

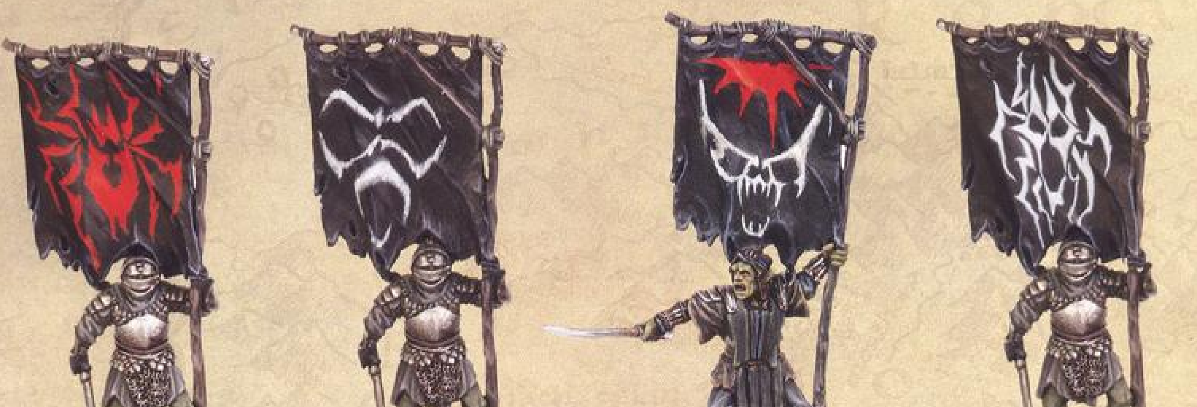
● ● **Cloth:** Scab Red, Scab Red/Bronzed Flesh.



BANNERS OF MORDOR

Orcs make use of crude motifs to mark their banners and shields. Here we show you examples of alternate Orc heraldry.





ORCS & WARG RIDERS

The foul mainstay of Sauron's armies, Orcs are neither brave nor skilled, but are numerous and easily cowed to the Dark Lord's will. We recommend you use Orc Warriors in Ride of the Rohirrim (page 20), The Rescue of Faramir (page 34), The Walls of Minas Tirith (page 48), The Glory of Dol Amroth (page 56) and The Tower of Cirith Ungol (page 76). That said, such is the proliferation of Orcs, you should feel free to use them in almost any scenario.

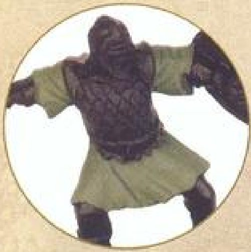
● **Hair:** Graveyard Earth.

● ● **Skin:** Catachan Green, ● Camo Green or Codex Grey.

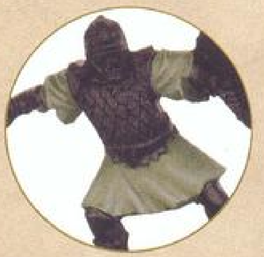
● ● **Leather:** Scorched Brown, Dark Flesh.

● ● **Armour:** Tin Bitz, Chainmail.

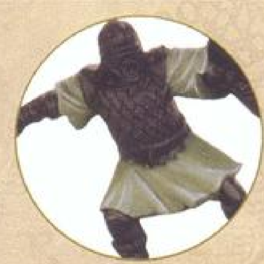
ORC CLOTH



The Orc cloth is basecoated Camo Green.



A mix of Camo Green and Bleached Bone is applied as the first highlight.



Bleached Bone is used for a final highlight.

WARGS

Vicious and brutal beasts, Wargs often serve as mounts for the equally savage and distasteful Orcs in the service of Sauron. These Warg Riders can cover great distance swiftly and act as both scouts and shock troops. We suggest you use Warg Riders in Ride of the Rohirrim (page 20), The Rescue of Faramir (page 34) and The Horse and the Serpent (page 52).

● ● **Skin:** Chaos Black, Codex Grey

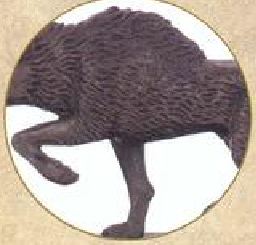
● ○ **Teeth:** Scorched Brown, Bleached Bone

● ◐ **Tongue:** Red Gore, Red Gore/Bleached Bone

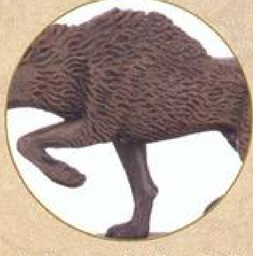
DRYBRUSHING

For this technique, you'll need to use a Drybrush, and some fairly thick paint. Work the colour into the brush and then wipe off nearly all the paint, leaving a very small amount for applying. Begin by stroking the brush gently over the surface that you wish to highlight. The brush should deposit a fine, even dusting of colour over the raised areas of the model.

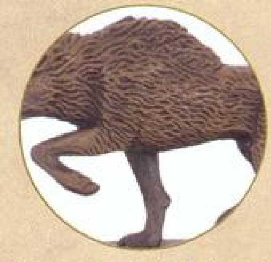
WARG FUR



Heavily drybrush the fur Scorched Brown.



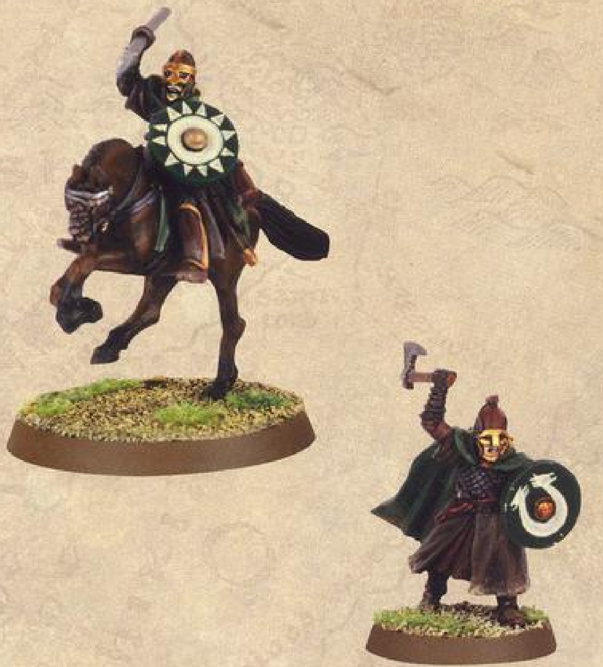
Then drybrush with Bestial Brown.



Finally, apply a light drybrush of Snakebite Leather.

ROHAN

The bold Men of Rohan are the foremost of Gondor's allies in the tale of The Return of The King, for it is they that break the siege of Minas Tirith. We suggest you use Riders of Rohan and Rohan Royal Guard in Ride of the Rohirrim (page 20), The Horse and the Serpent (page 52) and Charge of the Mumakîl (page 60).



● ● **Axe/spear hafts, bows:** Dark Flesh, Tanned Flesh.

● ● **Cloaks:** Dark Angels Green, Snot Green.

● ● **Gold trim:** Shining Gold, Chestnut Ink.

● ● **Hair:** Desert Yellow or Bronzed Flesh.

● ● **Leather:** Scorched Brown, Bestial Brown.

● ● ● ● **Metal:** Boltgun Metal, Chainmail, Black Ink, Mithril Silver.

● ● **Red cloth:** Scab Red, Bronzed Flesh.

○ ○ **Shield detail:** Bleached Bone, Skull White.

● ● **Shield colours:** Dark Flesh or Dark Angels Green.

● ● **Skin:** Tanned Flesh, Dwarf Flesh.

PAINTING HORSES

The armies of Rohan comprise many mounted models. Here we show you how to paint one of the Rohirrim's horses.

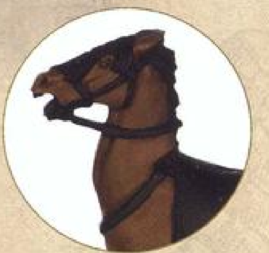
● ● ● **Mane:** Scorched Brown/Chaos Black, Scorched Brown. Dark Flesh.

● ● ● **Reigns:** Chaos Black/ Scorched Brown, Codex Grey.

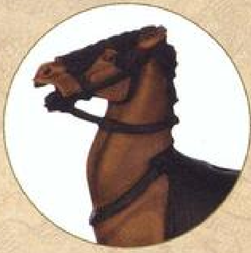
● ○ **Saddle:** Dark Angels Green, Rotting Flesh.

● ● ● ● **Armour:** Boltgun Metal, Chainmail, Black Ink, Mithril Silver.

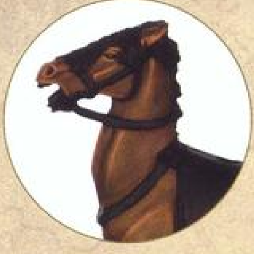
PAINTING HORSES



Apply a basecoat mix of Scorched Brown and Bestial Brown.



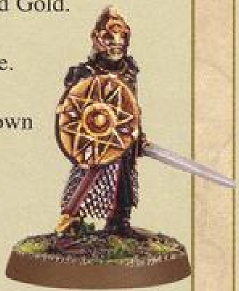
Next apply Bestial Brown as a highlight.



Vermin Brown is layered on to finish.

THÉODEN

Théoden's fate is to die upon the Pelennor. He appears in Ride of the Rohirrim (page 20), The Horse and the Serpent (page 52) and The Death of Kings (page 54).



● ● **Armour:** Scorched Brown, Bestial Brown.

● ● **Gold trim:** Shining Gold, Burnished Gold.

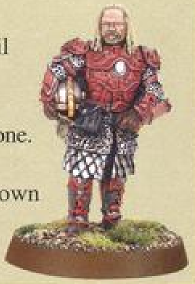
● ○ **Hair:** Desert Yellow, Bleached Bone.

◐ **Skin:** Dwarf Flesh/Codex Grey, Brown ● ◐ Ink, Dwarf Flesh/Bleached Bone.

● ● **Sleeves:** Red Gore, Bronzed Flesh.

ÉOMER

Théoden's nephew and heir, Éomer is one of the greatest Heroes of his time. Éomer appears in Charge of the Mûmakil (page 60) and The Black Gate Opens (page 78) He's also a suitable Hero to use in Ride of the Rohirrim (page 20) and The Horse and the Serpent (page 52).



● ● **Armour:** Scab Red, Blood Red.

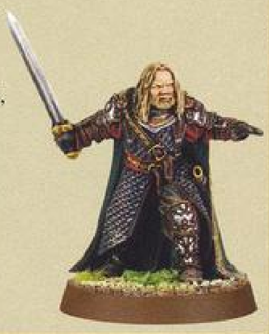
● ● **Gold trim:** Burnished Gold, Mithril Silver.

● ○ **Hair:** Graveyard Earth, Bleached Bone.

◐ **Skin:** Dwarf Flesh/Codex Grey, Brown ● ◐ Ink, Dwarf Flesh/Bleached Bone.

GAMLING

Bodyguard and bearer of the Royal Standard of Rohan, Gamling is a trusted member of Théoden's inner circle of advisors. Gamling is a suitable Hero to use in Ride of the Rohirrim (page 20), The Horse and the Serpent (page 52), Charge of the Mumakîl (page 60) and The Black Gate Opens.



● ● **Cloak:** Dark Angels Green, Snot Green.

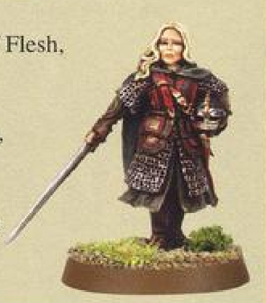
● ● **Gold trim:** Burnished Gold, Mithril Silver.

● ○ **Hair:** Snakebite Leather, Bleached Bone.

● ○ **Sleeves:** Scab Red, Bleached Bone.

ÉOWYN

Éowyn disguises herself as a man and joins the muster of Rohan. Éowyn appears in The Horse and the Serpent (page 52) and The Death of Kings (page 54). She is also a suitable Hero to use in Ride of the Rohirrim (page 20) and Charge of the Mumakîl (page 60).



● ○ **Hair:** Bubonic Brown, Bleached Bone.

● ● **Skin:** Tanned Flesh, Dwarf Flesh, ● Elf Flesh.

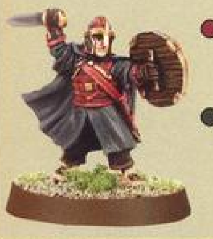
● ● **Chainmail:** Boltgun Metal, ● Black Ink, Chainmail.

● ○ **Scabbard:** Scab Red, Scab Red/Bleached Bone.

MERIADOC, KNIGHT OF THE MARK

Only through the intervention of Éowyn does Merry reach the Pelennor. Merry appears in The Horse and the Serpent (page 52) and The Death of Kings (page 54). He is also a suitable Hero to use in Ride of the Rohirrim (page 20) and Charge of the Mumakîl (page 60).

● ● **Hair:** Snakebite Leather, Desert ● Yellow, Bleached Bone.

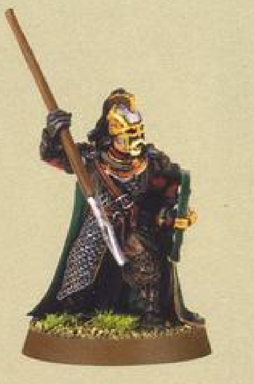


● ◐ **Armour:** Scab Red, Scab Red/Bleached Bone.

● ◐ **Cloth:** Catachan Green, Catachan Green/Bleached Bone.

ROYAL GUARD

Seasoned veterans of the Rohirrim, the Rohan Royal Guard are suitable for use in any scenario that includes a named Hero of Rohan.



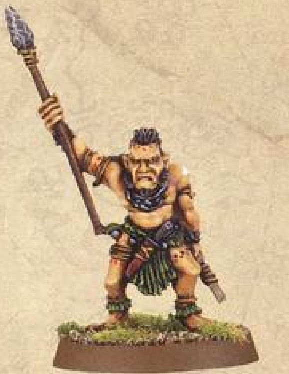
● ● **Gold trim:** Shining Gold, Burnished Gold.

● ● **Sleeves:** Red Gore, Bronzed Flesh.

● ● **Shields:** Dark Angels Green, Snot Green.

THE WOSES

The folk of Drúadan are stealthy hunters, a skill that they practice not only on the animals, but also on Orcish interlopers into their ancestral forest home. The Woses appear in Ride of the Rohirrim (page 20).



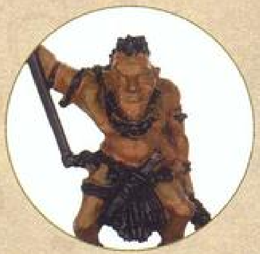
●● **Hair:** Chaos Black, Codex Grey.

●● **Loin Cloth:** Dark Angels Green, Snot Green.

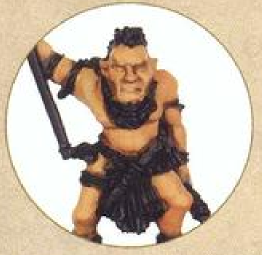
●● **Spear:** Scorched Brown, Bestial Brown.

●○ **Spear Tip:** Codex Grey, Fortress Grey.

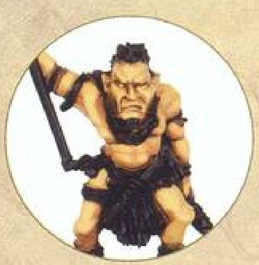
SKIN



Bestial Brown is applied as the basecoat.



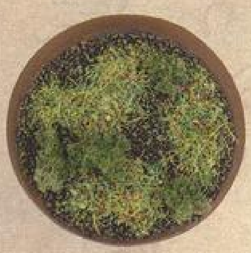
This is then highlighted with Bronzed Flesh.



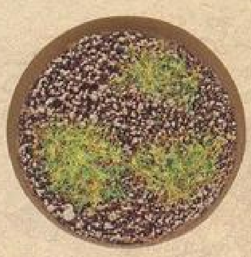
Finally, an equal parts mix of Bronzed Flesh and Bleached Bone is applied.

BASING

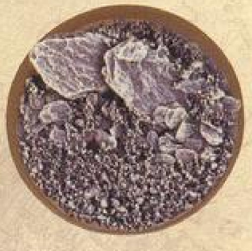
You can finish your bases to represent the area of Middle-earth where your Warriors live, for example the Woses live in the Drúadan Forest. Below are some examples of how to theme your bases.



Foliage Base:
● Green Ink.
● Catachan Green.
● Camo Green.
Static Grass.
Clump foliage.



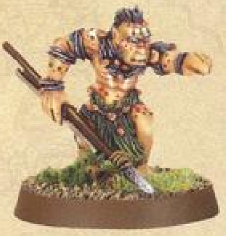
Grass Base:
● Brown Ink.
● Graveyard Earth.
○ Bleached Bone.
Static Grass.



Slate Base:
● Black Ink.
●● Codex Grey/
Scorched Brown.
○ Bleached Bone.

GHÂN-BURI-GHÂN

Chief of the Wildmen in Drúadan, Ghân-buri-ghân hates Orcs, or Gorgûn. It is this hatred that drives him to aid Théoden's riders, despite less than friendly relations between their folk in the past. Ghân-buri-Ghân appears in Ride of the Rohirrim (page 20).



● ● **Hair:** Chaos Black, Codex Grey.

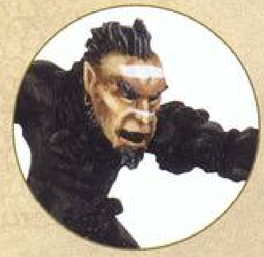
● ● **Loin Cloth:** Dark Angels Green, Snot Green.

● ● **Skin:** Bestial Brown, ○ Bronzed Flesh, Bleached Bone.

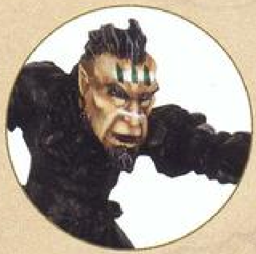
● ● **Spear:** Scorched Brown, Bestial Brown.

● ○ **Spear Tip:** Codex Grey, Fortress Grey.

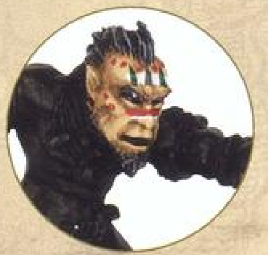
MARKINGS



Paint a line of Skull White to the forehead.



Next, apply vertical stripes of Snot Green.



The extra details are painted Red Gore.

SCENARIO 2

RIDE OF THE ROHIRRIM

The beacons of Gondor are lit, summoning all friends of Minas Tirith to her defence. Though the victory at Helm's Deep is but recently won, Théoden musters the Rohirrim and rides eastwards towards the beleaguered city. Good time is made until the host of Rohan reaches the dense and tangled Drúadan forest, for none amongst the Rohirrim know the paths through the wood. It is then that Théoden is approached by Ghân-buri-ghân, chieftain of the Woses, the wild men of the Drúadan forest. Ghân-buri-ghân warns Théoden that many Orcs lie between the Rohirrim and the far side of the woods, but offers to guide the riders safely through the forest on paths long forgotten. Théoden hurriedly accepts the proffered aid, and the Rohirrim are soon riding to war once again.

Théoden and his Rohirrim are trying to pass through Drúadan undetected by Orcs, so Ghân-buri-ghân and his warriors must clear their path. To win, the Evil player will want to get close enough to spot the Riders of Rohan and summon the bulk of his reinforcements – preventing as many Riders as possible from exiting the board.

> *"Kill gorgûn in woods, hate orc-folk.*
> *You hate gorgûn too. We help as we can."*
>
> *– Ghân-buri-ghân to Théoden,*
> *The Return of The King*

PARTICIPANTS

GOOD

- Théoden on horseback with heavy armour and shield.
- Ghân-buri-ghân.
- 9 Woses Warriors.
- Up to 300 points of Good Heroes and Warriors (we recommend Riders of Rohan). All additional models must be mounted. You may include up to one additional Hero.

EVIL

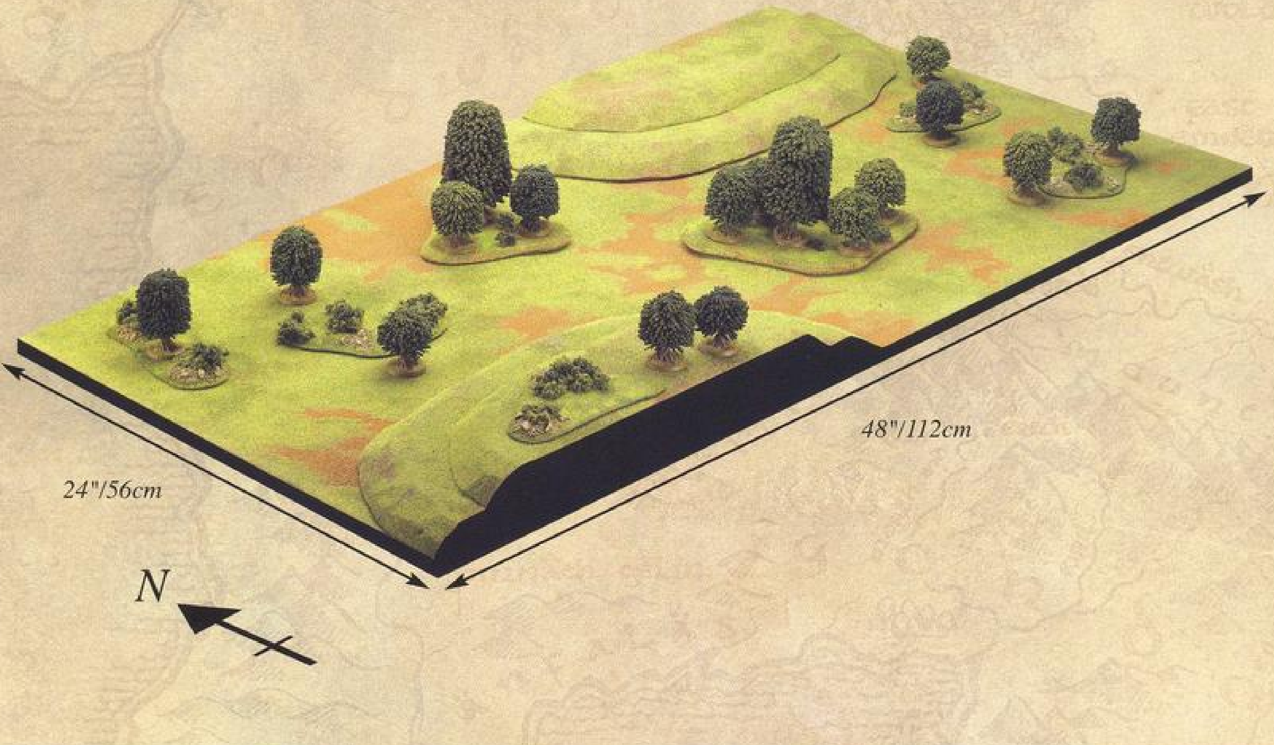
- Up to 600 points of Evil Heroes and Warriors (we recommend Orc Warriors, Morannon Orcs and Warg Riders). Up to 33% of these additional models may be given bows. Up to three of these additional models may be a Hero. Mounted models may not be selected.

LAYOUT

The scenario is played on a board 24"/112cm by 48"/112cm. The Drúadan forest is quite dense with several small woods and patches of rough ground. There should be enough space for a cavalry model to pass between adjacent areas of difficult terrain.

STARTING POSITIONS

The Evil player deploys six single-wound Warriors anywhere on the board. The Good player then deploys Ghân-buri-ghân and the Woses anywhere on the board, but at least 6"/14cm from any Evil model. All other models are kept in reserve and will be available later in the game.



OBJECTIVES

The Good player wins if at least half of his Rohirrim (including Théoden) escape the board via the eastern table edge. The Evil player wins if the Good player does not achieve this.

SPECIAL RULES

The Riders of Rohan. Théoden and D3 Good models enter the board at the end of the Good player's first Move phase. At the end of each following Good player's Move phase, he or she must roll a D6 – this is the number of reinforcements that have arrived. These reinforcements can be chosen from any models that have yet to enter play. Good reinforcements enter from the western board edge. Newly arrived models may not charge in the turn they arrive, but may otherwise act normally.

Gorgûn in the Wood. There are many Orcs in this part of Drúadan, and more will cross the Rohirrim's path as the game goes on. At the end of the Evil player's Move phase, he or she must roll a D6 – this is the number of reinforcements that have arrived. These reinforcements can be chosen from any models that have yet to enter play. Evil reinforcements enter from the eastern board edge. Newly arrived models may not charge in the turn they arrive, but may otherwise act normally.

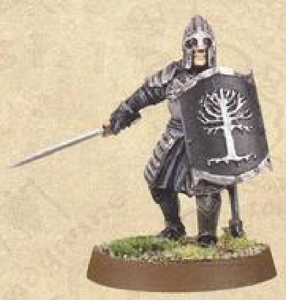
Sound the Alarm. If there is a Good model within 6"/14cm of an Evil model at the end of any turn, it is spotted, and the alarm is raised. At the end of the next Evil move phase, any Evil models that have not yet entered play move onto the board as described in 'Gorgûn in the Wood.'

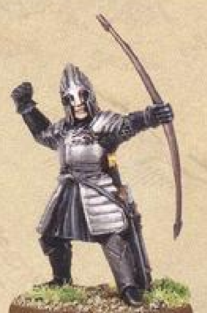
SOMETHING DIFFERENT...

The Woses regularly hunt the Orcs that enter their domain. To play a scenario that represents a Woses ambush on an Orc army, remove the Rohirrim from the game – the Orcs will still arrive as described for 'Gorgûn in the Wood'. Play the game until one side has been wiped out, remembering to keep track of the number of Orcs that have been slain – then swap sides. The player who kills the most Orcs, wins!

WARRIORS OF MINAS TIRITH

The armies of Minas Tirith have long stood between Sauron and the rest of Middle-earth, buying freedom for others with their blood. We recommend you use Warriors of Minas Tirith in The Rescue of Faramir (page 34), The Walls of Minas Tirith (page 48), The White Rider and the Black (page 50), and The Glory of Dol Amroth (page 56).



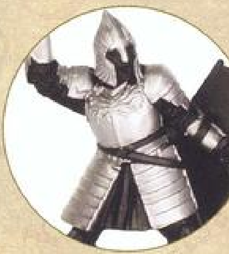


● ● **Bow:** Scorched Brown, Bestial Brown.

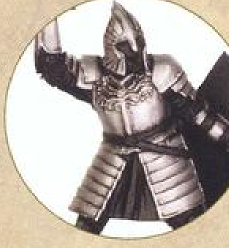
● ● **Cloth:** Chaos Black, Codex Grey

● ○ **Skin:** Tanned Flesh, Dwarf Flesh.

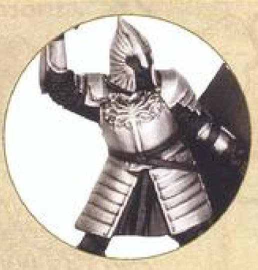
ARMOUR



Start by painting the armour Chainmail.



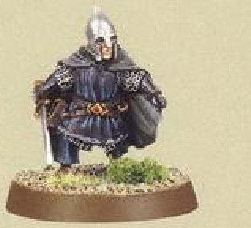
Next, apply a thinned down wash of Black Ink.



Highlight the edges of the armour with Mithril Silver.

PEREGRIN TOOK, GUARD OF THE CITADEL

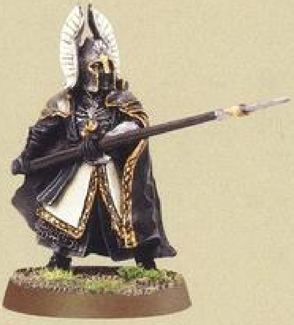
Peregrin, Guard of the Citadel appears in The Walls of Minas Tirith (page 48), The White Rider and The Black (page 50), and The Pyre of Denethor (page 72). He's also a suitable Hero to be included in The Black Gate Opens (page 78).



● ● **Blue Cloth:** Regal Blue/Chaos Black, Regal Blue.

FOUNTAIN COURT GUARD

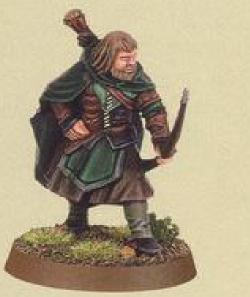
We recommend you use Fountain Court Guard in The Walls of Minas Tirith (page 48), The White Rider and the Black (page 50), and The Glory of Dol Amroth (page 56).



○ ○ **Helmet Wings:** Fortress Grey, Skull White.

RANGERS OF GONDOR

Expert woodsmen and marksmen, the Rangers of Gondor are in full retreat in The Return of The King, driven from Osgiliath by Sauron's armies. We recommend you use Rangers of Gondor in The Rescue of Faramir (page 34).



● ● **Cloak:** Catachan Green, Camo Green.

KNIGHTS OF MINAS TIRITH

Mounted on swift horses and armed with keen lances, the Knights of Minas Tirith are the shock troops of Gondor's armies. We recommend you use Knights of Minas Tirith in The Rescue of Faramir (page 34) and The Glory of Dol Amroth (page 56).

● Scorched Brown.
● Dark Flesh.
◐ Dark Flesh/Bleached Bone.

●● Scorched Brown/Chaos Black.
● Scorched Brown.
●● Scorched Brown/Dark Flesh.

●● Bestial Brown/Chaos Black.
● Bestial Brown.
● Vermin Brown.

FARAMIR

Younger son of Denethor and brother to the slain Boromir, Faramir sets out on a hopeless defence of Osgiliath to win his father's approval. Faramir appears in The Rescue of Faramir (page 34).

This version of Faramir is painted to match the Rangers on page 22.

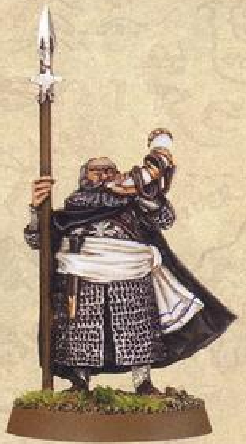
The Tree of Gondor has been painted using Mithril Silver, a fine detail brush and a steady hand.

Faramir in armour has been painted to match the Warriors of Minas Tirith on page 22.

Paint the detail on the hem of the cloth by applying thin lines of Skull White over a Chaos Black band.

FORLONG THE FAT

Captain of Lossarnach, Forlong is a well known figure in Gondor, chiefly for his immense girth, but also for his massive strength. Forlong appears in The Walls of Minas Tirith (page 48), but he could also be used in The Glory of Dol Amroth (page 56).



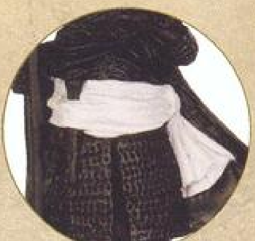
●○ **Hair:** Codex Grey, Fortress Grey.

●○ **Skin:** Tanned Flesh, Dwarf Flesh.

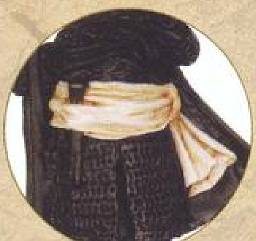
●● **Cloak:** Chaos Black, Codex Grey

●●○ **Metal:** Boltgun Metal, Black Ink, Chainmail.

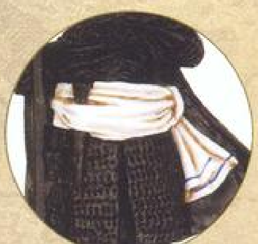
SASH



The sash is basecoated with Dheneb Stone.



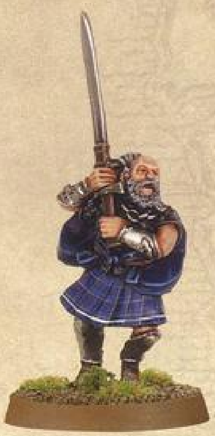
A thinned down wash of Graveyard Earth is applied to shade the sash.



Apply a fine highlight of Skull White to finish the sash.

ANGBOR THE FEARLESS

The dour Angbor leads his clansmen with a vengeful fury when he arrives at the Pelennor. Angbor appears in The Return of The King (page 66), but he could also be fielded in The Black Gate Opens (page 78).



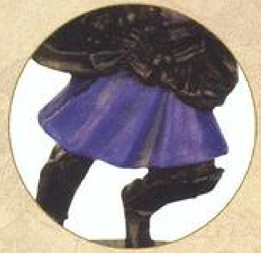
●○ **Hair:** Codex Grey, Fortress Grey.

●○ **Skin:** Tanned Flesh, Dwarf Flesh.

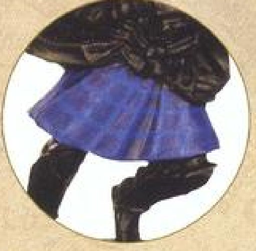
●● **Cloth:** Scorched Brown, Regal Blue.

●●○ **Metal:** Boltgun Metal, Black Ink, Chainmail.

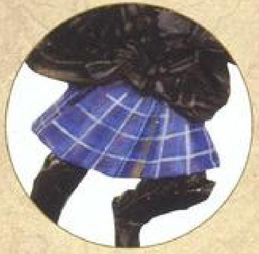
TARTAN



To start, the cloth is basecoated Regal Blue.



The first stage of tartan is painted Mordian Blue.



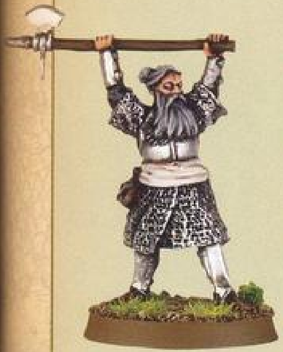
To finish, paint fine lines of thinned down Codex Grey. As a final detail, a Skull White key line is added.

FIEFDOM TROOPS

Gondor's fiefs have long taken the brunt of assault by the cruel Haradrim of the Southlands. This state of unremitting conflict has left the fiefdoms with a well trained army, but precious few warriors to spare. Fiefdom troops can be used in many of the scenarios.

AXEMEN OF LOSSARNACH

Armed with massive two-handed axes, the grim Warriors of Lossarnach strike fear in their foes whenever they attack. We recommend you use the Axemen of Lossarnach in The Walls of Minas Tirith (page 48), The White Rider and the Black (page 50) and The Glory of Dol Amroth (page 56).



● ● ● ● ● **Hair:** Scorched Brown, Codex Grey, Bestial Brown or Bestial Brown, Vomit Brown.

● ● **Skin:** Tanned Flesh, Dwarf Flesh.

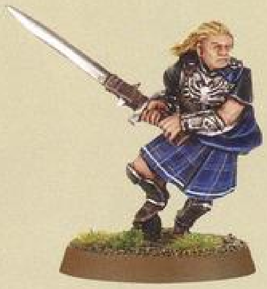
● ● ● **Chainmail:** Boltgun Metal, Black Ink, Chainmail.

● ○ **Sash:** Graveyard Earth, Bleached Bone.

● ● **Cloth:** Chaos Black, Codex Grey.

CLANSMEN OF LAMEDON

The Clansmen of Lamedon come to the fight keening and singing their battle songs. We recommend you use Clansmen of Lamedon in The Return of The King, though they could also be used in The Walls of Minas Tirith (page 48), The White Rider and the Black (page 50) and The Glory of Dol Amroth (page 56) if you wish.



● ● ● ● **Hair:** Bubonic Brown, Bleached Bone or Scorched Brown, Bestial Brown.

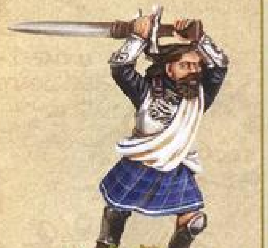
● ● **Skin:** Tanned Flesh, Dwarf Flesh.

● ● **Cloth:** Regal Blue/Scorched Brown,

● ● **Sword:** Chainmail, Mithril Silver.

ALTERNATIVE COLOUR SCHEMES

To better represent the many and varied Fiefdoms you are able to field you may wish to try painting them in an alternative colour scheme. Below are some examples of the uniforms you could paint along with the colours you'll require.



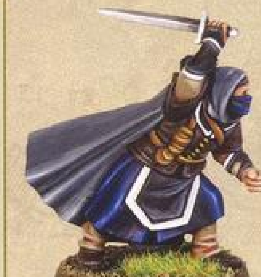
● ● ● ● **Hair:** Scorched Brown, Bestial Brown.

● ● **Skin:** Tanned Flesh, Dwarf Flesh.

● ● **Cloth:** Regal Blue/Scorched Brown,

● ● **Sword:** Chainmail, Mithril Silver.

● ○ **Sash:** Dheneb Stone, Skull White



● ● ○ ● **Cloth:** Regal Blue/ Chaos Black/Skull White/ Snakebite Leather

● ● **Cloak:** Shadow Grey and Codex Grey

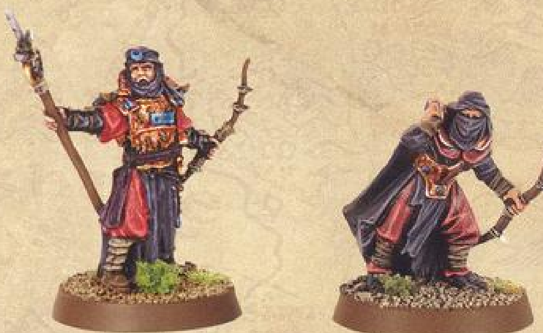
● **Jerkin:** Scorched Brown

● ● **Bow:** Scorched Brown and Bestial Brown

● **Flesh:** Tanned Flesh

HARADRIM

Whether mounted on their swift steeds or fighting on foot, the cruel Warriors of Harad hold a special hatred in their hearts for the defenders of Gondor. Haradrim Warriors are commonplace in all the battles upon the Pelennor, but we suggest you use them in The Rescue of Faramir (page 34), The Horse and the Serpent (page 52) and Charge of the Mûmakil (page 60).



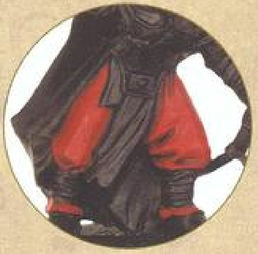
● ● **Gold:** Shining Gold, ◐ Brown Ink, Shining Gold/Mithril Silver.

● ● **Metal:** Boltgun Metal, ● Black Ink, Chainmail.

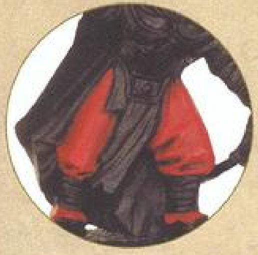
● ● **Flesh:** Dwarf Flesh, Bronzed Flesh.

● ○ **Gems:** Hawk Turquoise, Skull White.

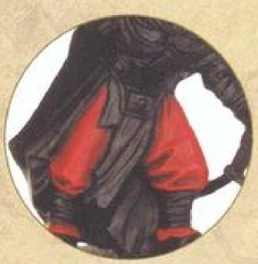
CLOTH



Basecoat the cloth with Scab Red.



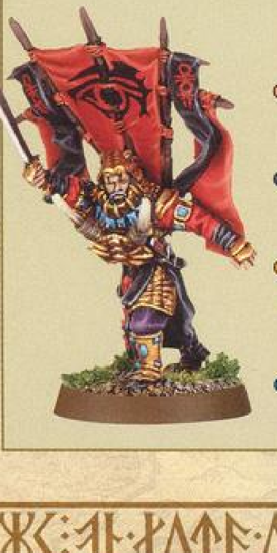
Use Red Gore to highlight the raised areas of cloth.



To finish, apply an equal parts mix of Red Gore and Blazing Orange.

SULADÂN

Leader of the Haradrim contingent present at the Battle of the Pelennor fields, Suladân is both a masterful tactician and a skilled fighter. Suladân appears in The Horse and the Serpent (page 52), though he could appear in Charge of the Mûmakil (page 60) if he survives his clash with Théoden.



● ◐ **Horns:** Bestial Brown, ○ Bestial Brown/Bleached Bone, Bleached Bone.

○ ● **Skin:** Dwarf Flesh, Bronzed Flesh.

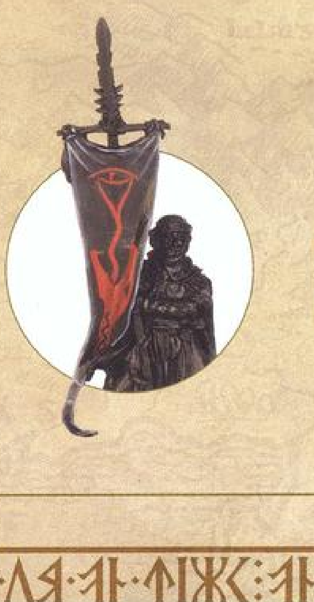
● ● **Metal:** Boltgun Metal, ● Black Ink, Chainmail.

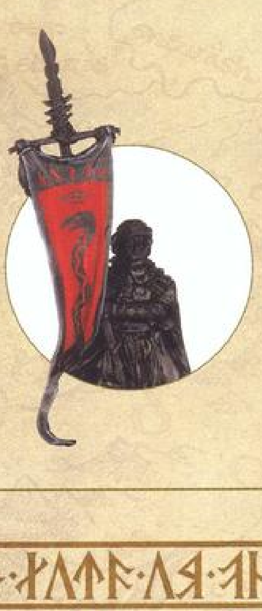
● ● **Gold:** Shining Gold, ◐ Brown Ink, Shining Gold/Mithril Silver.

● ○ **Gems:** Hawk Turquoise, Skull White.

BANNERS

Banners are not only of great tactical use on the battlefield, they also allow you to add a flourish to your army above the usual rank and file. Here we show you a couple of examples of banners used by the deadly Haradrim.





SERPENT RIDERS

As Suladân's personal bodyguard, the Serpent Riders of Harad are never far from his side, save to convey his will to other chieftains. We suggest that Serpent Riders are used in Horse and the Serpent (page 52) and Charge of the Mûmakil (page 60).

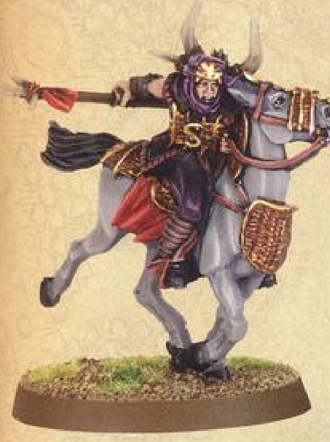
● ● **Flesh:** Dwarf Flesh, Bronzed Flesh.

● ○ **Gems:** Hawk Turquoise, Skull White.

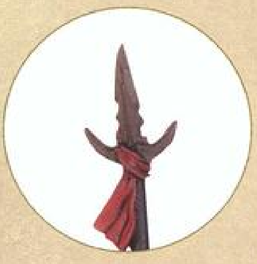
● ● **Metal:** Boltgun Metal,
● Black Ink, Chainmail

● ● **Gold:** Shining Gold, Brown Ink,
◐ Shining Gold/Mithril Silver.

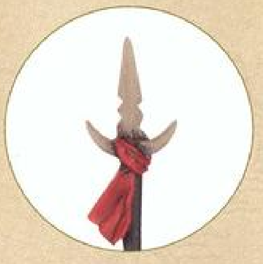
● ◐ **Horns:** Bestial Brown,
○ Bestial Brown/Bleached Bone, Bleached Bone.



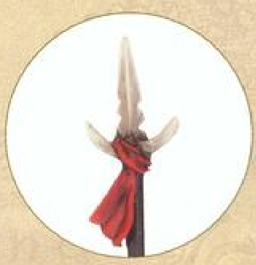
SPEAR TIP



Apply a layer of Graveyard Earth over the spear tip.



Highlight the edges with a mix of Graveyard Earth and Bleached Bone.



Finally, paint thin lines of Bleached Bone along the edges of the spear tip.

SERPENT GUARD

Serpent Guard are the infantry elite of the Harad army and form stubborn knots of resistance when the Rohirrim attack. We recommend you use Serpent Guard in Charge of the Mûmakil (page 60), though you will also need them to represent dismounted Serpent Riders as required in other scenarios.

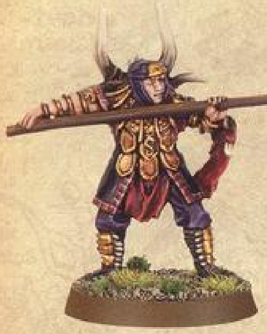
● ● **Flesh:** Dwarf Flesh, Bronzed Flesh.

● ○ **Gems:** Hawk Turquoise, Skull White.

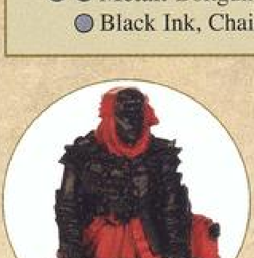
● ● **Metal:** Boltgun Metal,
● Black Ink, Chainmail

● ● **Gold:** Shining Gold, Brown Ink,
◐ Shining Gold/Mithril Silver.

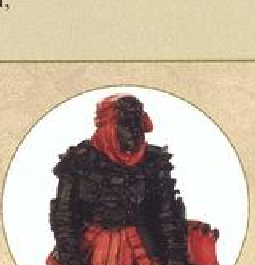
● ◐ **Horns:** Bestial Brown,
○ Bestial Brown/Bleached Bone, Bleached Bone.



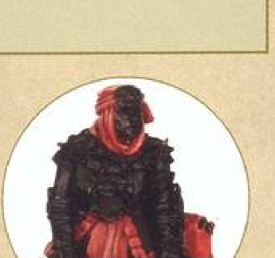
RED CLOTH



Apply a coat of Scab Red over the cloth areas of the model.



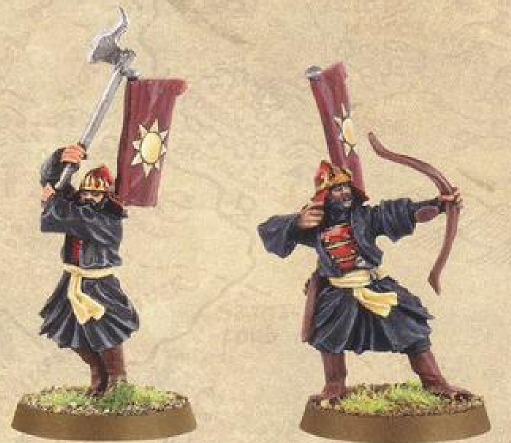
Next, wash a mix of Scab Red and Chaos Black into the recesses.



Highlight the cloth by applying a mix of Scab Red and Bleached Bone to the raised edges.

KHANDISH WARRIORS

Hardened by a mercenary tradition that goes back hundreds of years, the Warriors of Khand fight on the Pelennor less out of fear of the Dark Lord than for the promise of plunder and slaves. Khandish Warriors should be used in The Glory of Dol Amroth (page 56), but could be fielded in small groups in several other scenarios if you wish.



●● **Armour:** Red Gore, Blood Red.

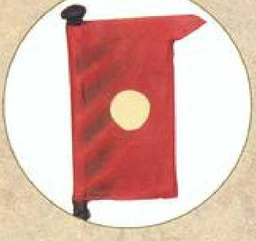
●◐ **Boots:** Dark Flesh, Dark Flesh/Bleached Bone.

●○ **Sash:** Vomit Brown, Bleached Bone.

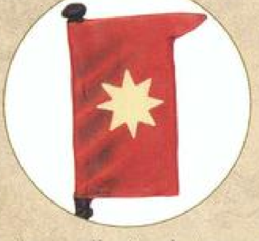
●● **Gold:** Shining Gold, ◐ Brown Ink, Shining Gold/Mithril Silver.

●● **Cloth:** Chaos Black, Codex Grey.

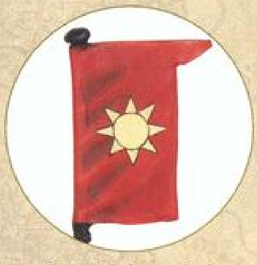
SUN ICON



Start by painting a circle using Bronzed Flesh.



Next, paint small triangles around the circle using Bronzed Flesh.



To add detail, finish by painting a thin line of Chaos Black around the circle.

TRIBAL HERALDRY

You can represent different Khandish tribes by using alternative banners. Below are some examples that you can use on your miniatures.

●○ **Banner:** Regal Blue, Ultramarine Blue.

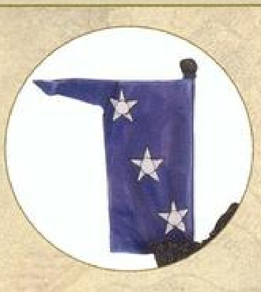
● **Stars:** Codex Grey.

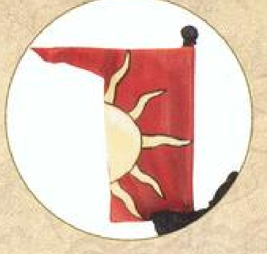
●● **Banner:** Scab Red, Red Gore.

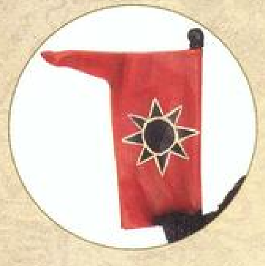
●○ **Sun:** Bronzed Flesh, Bleached Bone.

●● **Banner:** Scab Red, Red Gore.

●● **Sun:** Chaos Black, Bronzed Flesh

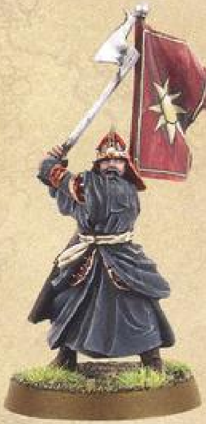






KHANDISH CHIEFTAIN

When the battle on the Pelennor begins to go ill, Gothmog orders the Khandish Chieftains to muster their followers and join the battle. You'll need a Khandish Chieftain for The Glory of Dol Amroth (page 56) but you could field one in other scenarios, such as The White Rider and the Black (page 50) if you wish.



●● **Armour:** Red Gore, Blood Red.

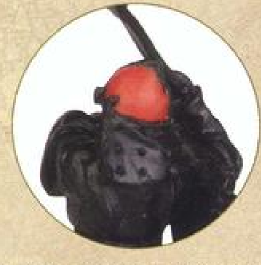
●◐ **Boots:** Dark Flesh, Dark Flesh/Bleached Bone.

●○ **Sash:** Vomit Brown, Bleached Bone.

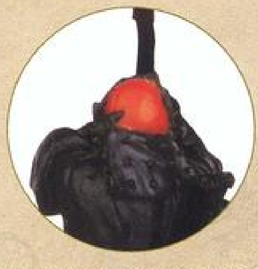
●● **Gold:** Shining Gold,
◐ Brown Ink, Shining Gold/Mithril Silver.

●● **Cloth:** Chaos Black, Codex Grey.

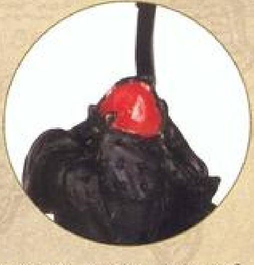
HELMET



Start by applying a basecoat of Mechrite Red to the armour.



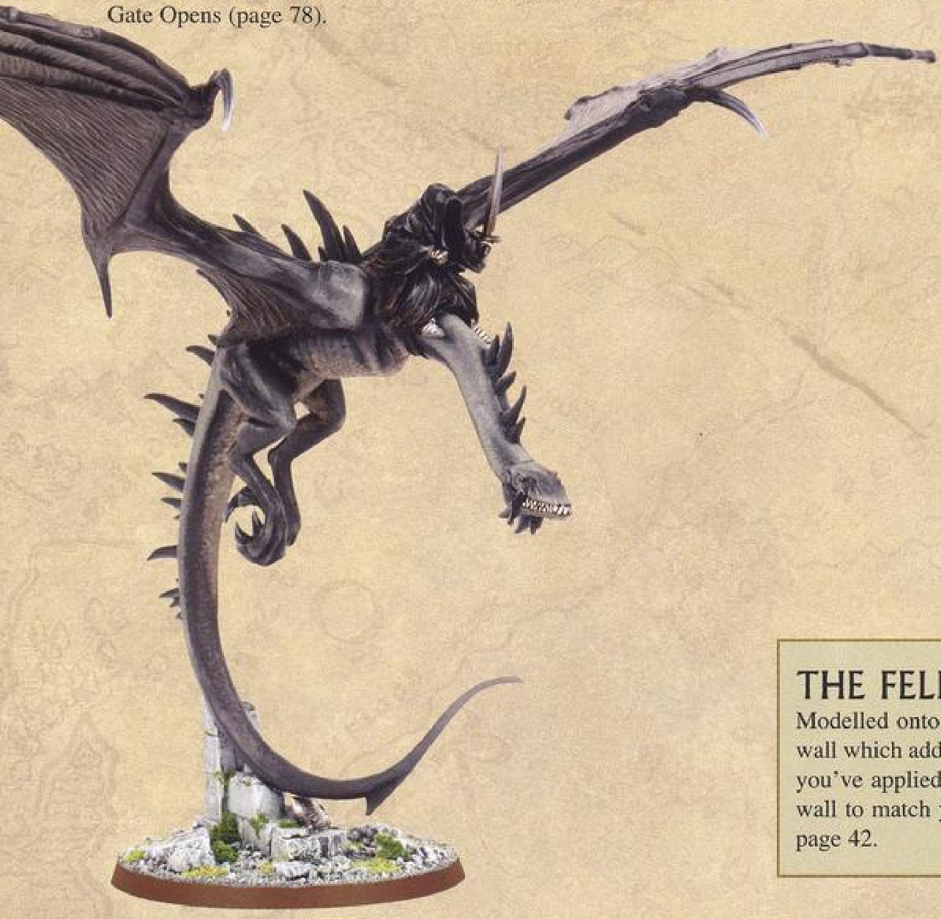
Next, paint Blood Red over the armour leaving Mechrite Red in the recesses.



To finish, apply a layer of 'Ardcoat to the armour areas.

FELL BEAST

Fell Beasts are loathsome and lizard-like, bat-winged monstrosities that bear the Ringwraiths as they carry out Sauron's will. Many of the Ringwraiths ride Fell Beasts in The Return of The King, chiefly in The Rescue of Faramir (page 34) and The Black Gate Opens (page 78).



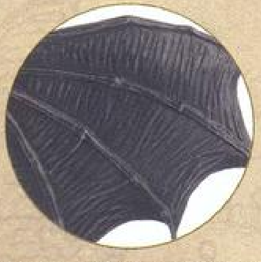
TEETH

The teeth have been picked out with Bleached Bone.

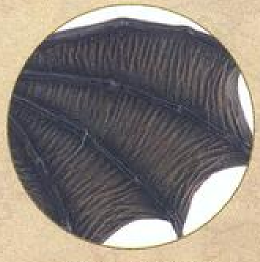
THE FELL BEAST'S BASE

Modelled onto the tail of the Fell Beast is a piece of ruined wall which adds extra support to the model on the base. Once you've applied a layer of sand, paint the base and the stone wall to match your Minas Tirith wall sections, like those on page 42.

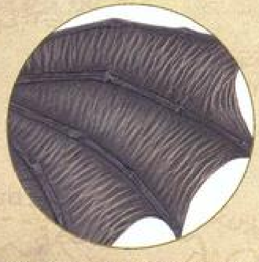
WINGS



Drybrush Codex Grey onto the creature's skin.

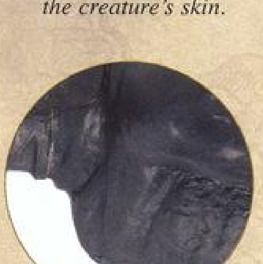


Then drybrush Graveyard Earth on top.

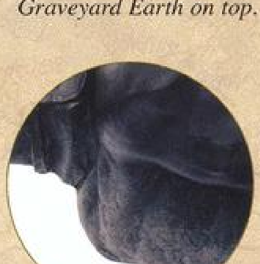


Finally apply a drybrush of Kommando Khaki.

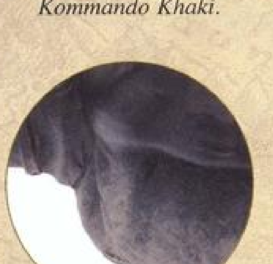
BELLY



Stipple on a mix of Chaos Black and Codex Grey.



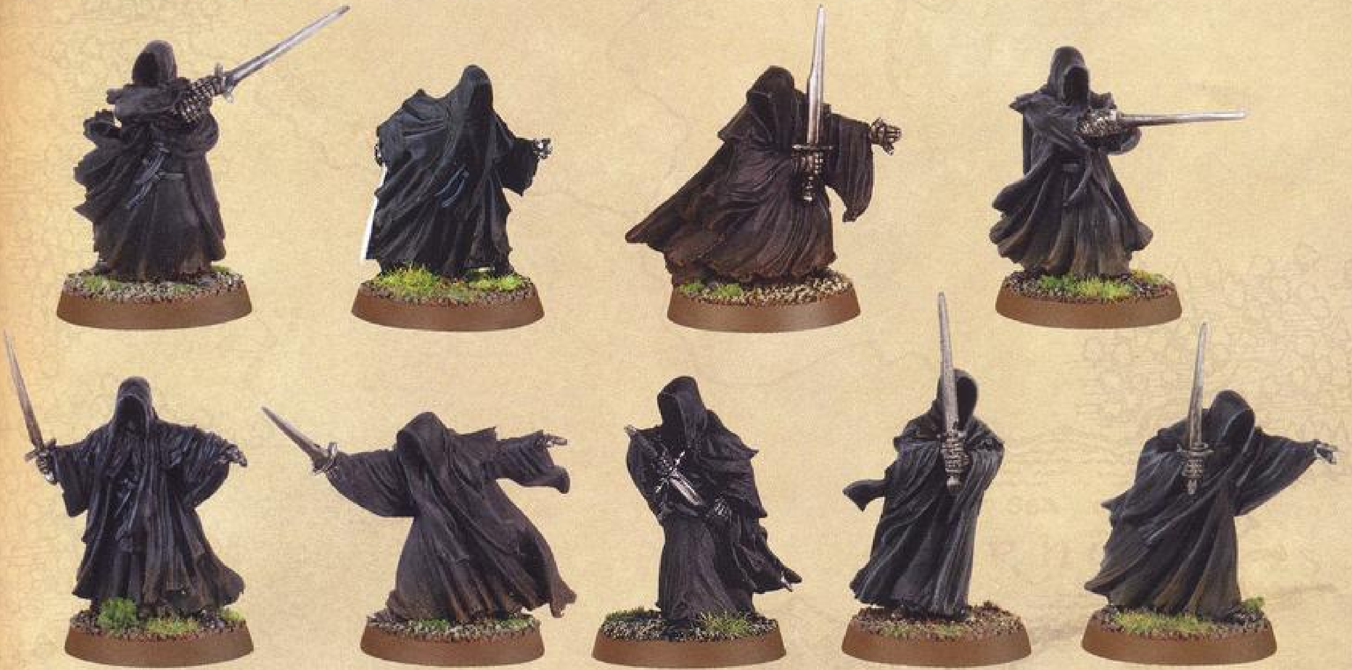
Then stipple on a Codex Grey and Dwarf Flesh mix.



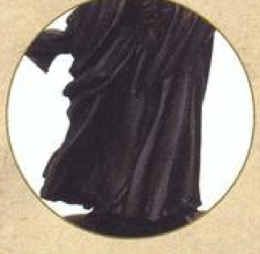
Finally, stipple a mix of Fortress Grey and Elf Flesh.

RINGWRAITHS

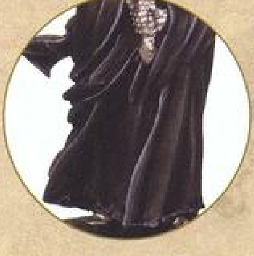
The chief servants of Sauron, the Ringwraiths are his generals upon the Pelennor Fields, some riding Fell beasts, others on jet-black steeds. Ringwraiths appear in The Rescue of Faramir (page 34) and The Black Gate Opens (page 78), but are suitable to be used in any scenarios that call for additional Evil Heroes.



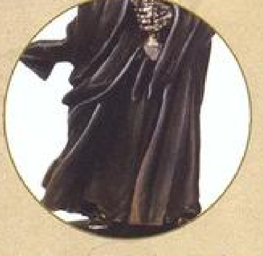
CLOAK



Basecoat the cloth with an equal parts mix of Chaos Black and Codex Grey.

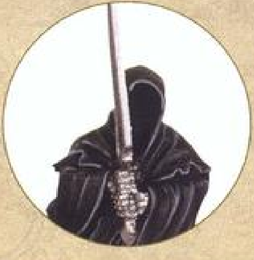


Apply a highlight of Codex Grey.

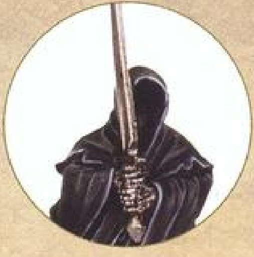


To add weathering, drybrush the edges of the cloak Graveyard Earth.

METAL



Start by applying Boltgun Metal to all areas of metal.



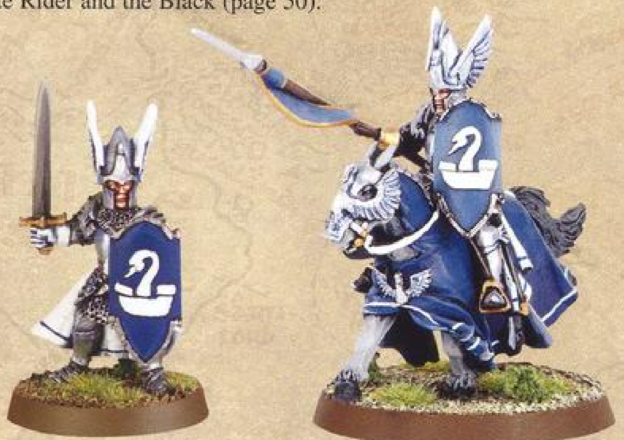
Apply a thinned down wash of Black and Brown Ink.

THE WITCH-KING OF ANGMAR

Lord of the Nazgûl and commander of Mordor's armies upon the Pelennor, the Witch-king brings despair and destruction in his wake, and his sorcery even brings Gandalf to his knees. The Witch-king appears in The White Rider and the Black (page 50) and The Death of Kings (page 54). It's also fitting for him to take part in The Rescue of Faramir (page 34).

KNIGHTS OF DOL AMROTH

Hailing from the port city of Dol Amroth, the Swan Knights are the custodians of many traditions now lost elsewhere, and exemplars of Númenor's martial pride. We suggest you use mounted Knights of Dol Amroth in The Rescue of Faramir (page 34) and The Glory of Dol Amroth (page 56). Foot Knights of Dol Amroth could be fielded in The Walls of Minas Tirith (page 48) and The White Rider and the Black (page 50).



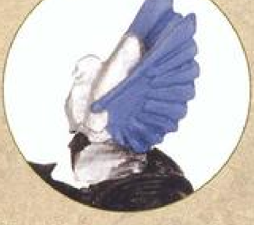
● ● **Armour:** Chainmail/Regal Blue, Mithril Silver.

● ● **Cloth:** Regal Blue, Enchanted Blue.

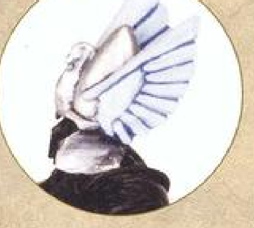
● ● **Flesh:** Tanned Flesh, Dwarf Flesh.

● ● **Leather:** Scorched Brown, Dwarf Flesh.

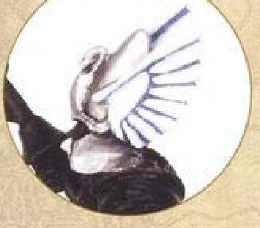
WINGS



Start by basecoating the wings Shadow Grey.



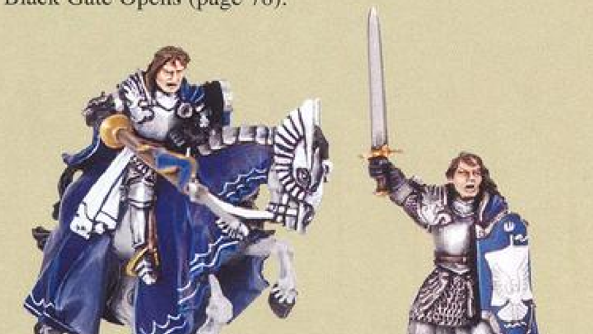
Highlight the wings by applying Space Wolves Grey to the raised areas.



Finish the wings off by painting the upper edges Skull White.

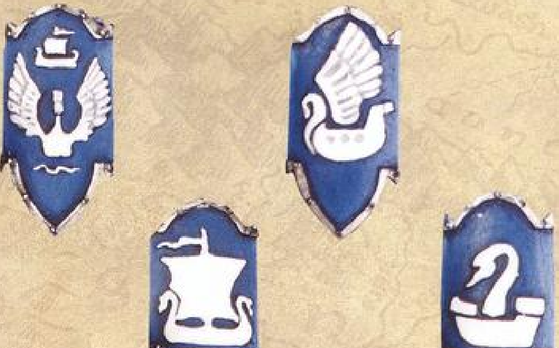
PRINCE IMRAHIL OF DOL AMROTH

Imrahil appears in The Rescue of Faramir (page 34), The White Rider and the Black (page 50) and The Glory of Dol Amroth (page 56). He's also a suitable Hero to field in The Black Gate Opens (page 78).



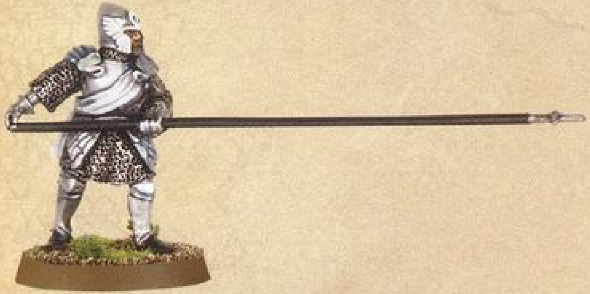
SHIELDS

With their uniform appearance the Knights of Dol Amroth are a great looking army. An added bonus is the variety of shield designs available to them. You can paint these so they all match, thus reinforcing the strong blue and white uniform.



MEN-AT-ARMS OF DOL AMROTH

Men-at-Arms are the garrison troops of Dol Amroth; a few hundred of them travel with their prince to the defence of Minas Tirith. Men at Arms of Dol Amroth could be used in The Walls of Minas Tirith (page 48), The White Rider and the Black (page 50), and The Glory of Dol Amroth (page 56). Alternatively, some could have accompanied Aragorn from Pelargir in The Return of The King (page 66).

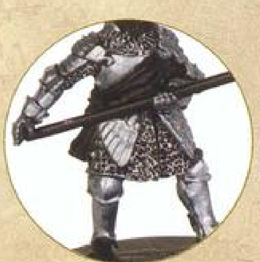


● ● **Armour:** Chainmail/Regal Blue, Mithril Silver.

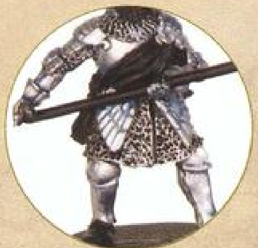
○ ○ **Sash:** Fortress Grey, Skull White.

● ● **Pike:** Chaos Black, Codex Grey.

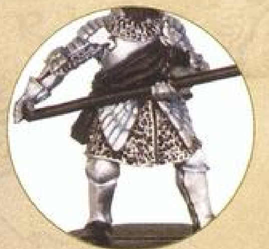
ARMOUR



Basecoat the armour with an equal parts mix of Regal Blue and Chainmail.



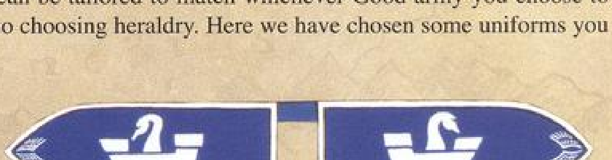
Highlight this by applying Chainmail to the raised areas.

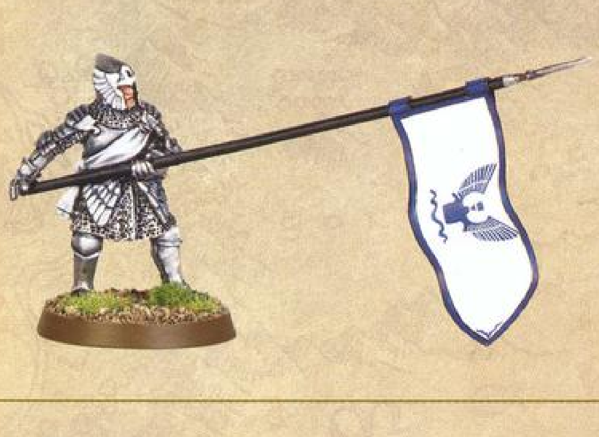


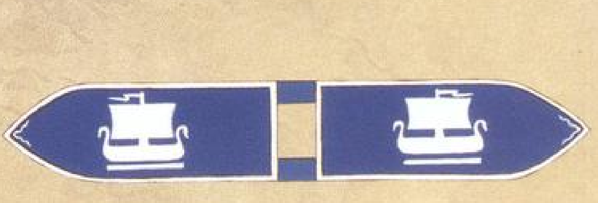
Finally, use Mithril Silver to pick out the edges.

DOL AMROTH BANNERS

The Men-at-Arms of Dol Amroth are a garrison force and they can be tailored to match whichever Good army you choose to ally with. This gives you a great deal of freedom when it comes to choosing heraldry. Here we have chosen some uniforms you may wish to try yourself.







SCENARIO 3

THE RESCUE OF FARAMIR

The Siege of Gondor has begun. A mighty host of Orcs has marched westwards from Minas Morgul, joining with cruel Haradrim and scale-clad Easterlings to form an army greater than any seen in this age of the world. Denethor, Steward of Minas Tirith, is unwilling to yield the river Anduin and the Pelennor unfought. Though the cause seems hopeless, Denethor despatches his son, Faramir, to Osgiliath in order to strengthen the defences there. When the Morgul host reaches Osgiliath the streets of Gondor's ancient capital are contested with bloodied axes and swords as Faramir's soldiers fight like men possessed to hold Sauron's forces at bay. Alas, on this day, numbers count for more than valour and the enemy forces a crossing of the Anduin, pushing the defenders back to the Pelennor and the forts of the Rammas ring-wall. Only the stalwart bravery of Faramir prevents the retreat becoming a rout as, harried by foes all about, his men ride desperately for the White City. Even as sentries watch from the walls of the city, Haradrim horsemen and dark-pinioned beasts sweep up and overtake the fugitives. All seems lost for Faramir until a trumpet's call is heard from the Citadel of Minas Tirith. With a cheer that can be heard in the tallest tower, the Knights of Dol Amroth ride to Faramir's aid, the White Rider at their head.

The Good player will need to make hard choices to win this game – who amongst the Good force shall be sacrificed to allow Faramir the time to retreat? Every moment of delay forced on the Evil player will allow the fugitives to slip closer to Minas Tirith and rescue.

PARTICIPANTS

GOOD

- Faramir on horseback with heavy armour.
- Gandalf the White on Shadowfax.
- Prince Imrahil of Dol Amroth on horseback with lance.
- Up to 300 points of Good Heroes and Warriors to represent Faramir's fugitives (we recommend a mix of Warriors of Minas Tirith and Rangers of Gondor led by a Captain of Minas Tirith). Up to 50% of these additional models may be given bows. Up to one of these additional models may be a Hero. Mounted models may not be chosen.
- Up to 200 points of Good Heroes and Warriors to represent Imrahil's rescue party (we recommend a mix of Knights of Dol Amroth and Knights of Minas Tirith). Up to one of these additional models may be a Hero. All models must be mounted.

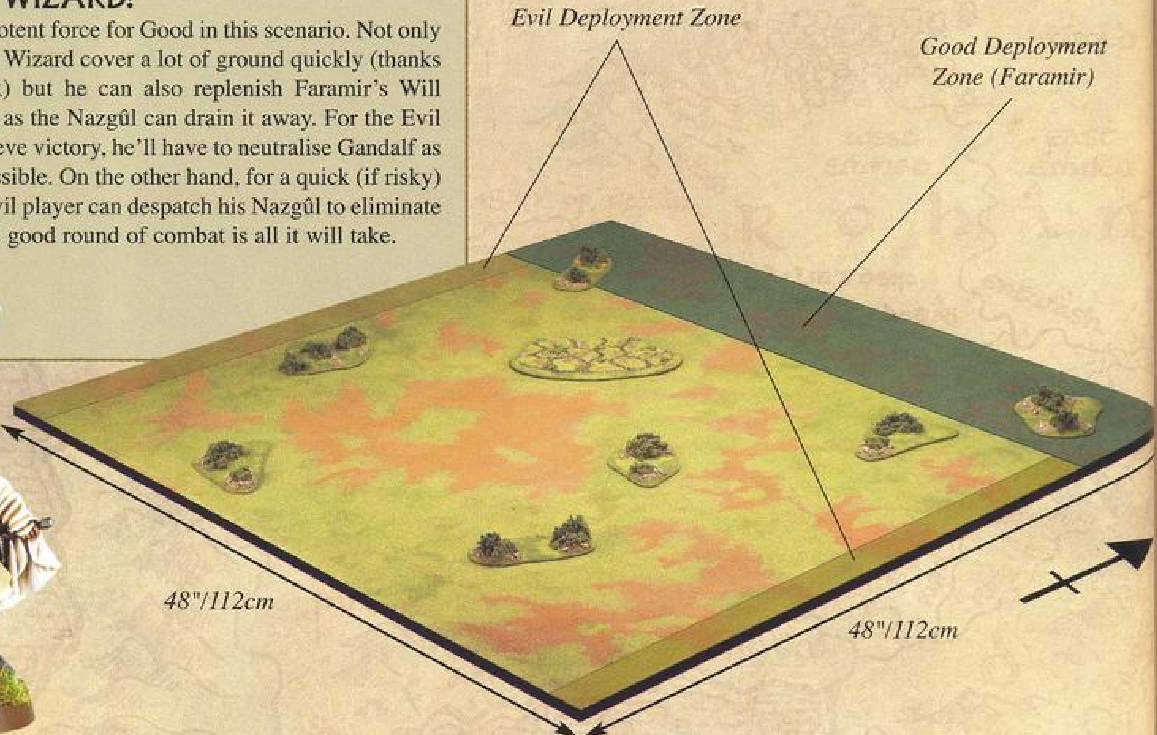
EVIL

- 1 Ringwraith on Fell Beast.
- Up to 600 points of Evil Heroes and Warriors (we recommend a mix of Morannon Orcs, Haradrim and Orc Warriors, with a good portion of cavalry selected). Up to 33% of these additional models may be given bows. Up to five of these additional models may be a Hero.

> *"Amroth for Gondor! Amroth to Faramir!"*
>
> *– Imrahil and the Knights of Dol Amroth, The Return of The King*

KILL THE WIZARD!

Gandalf is a potent force for Good in this scenario. Not only can the White Wizard cover a lot of ground quickly (thanks to Shadowfax) but he can also replenish Faramir's Will almost as fast as the Nazgûl can drain it away. For the Evil player to achieve victory, he'll have to neutralise Gandalf as quickly as possible. On the other hand, for a quick (if risky) victory, the Evil player can despatch his Nazgûl to eliminate Faramir – one good round of combat is all it will take.



LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. This battle occurs on the Pelennor Fields – the ground is largely flat with a few scrubby bushes or clusters of rocks.

STARTING POSITIONS

Faramir and his fugitives are deployed within 18"/42cm of the northern board edge. The Evil player then deploys half of his models within 6"/14cm of the east board edge and the other half within 6"/14cm of the west board edge. Imrahil, Gandalf and the rescue party are kept in reserve and will be available later.

OBJECTIVES

The Good player wins if at least 12 of the fugitives (which must include Faramir) escape the board via the southern table edge. The Evil player wins if the Good player does not achieve this.

SPECIAL RULES

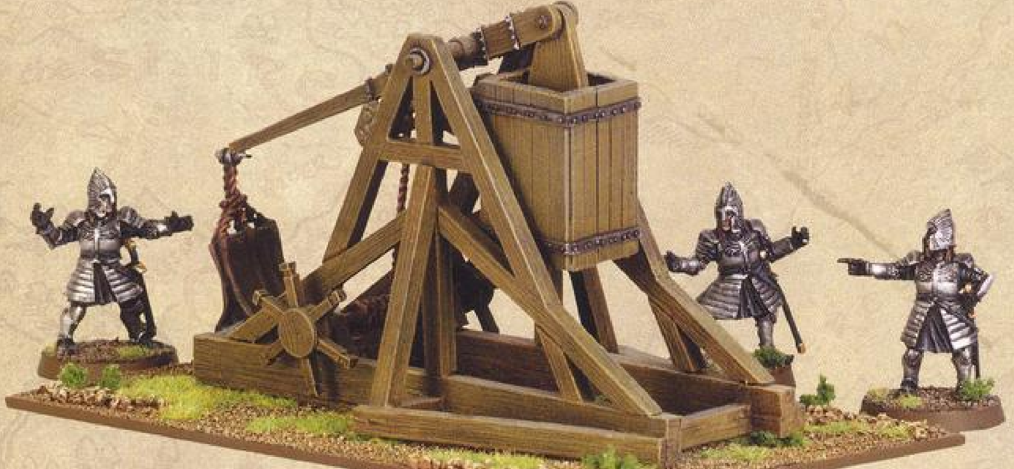
Amroth to Faramir! Just as it appears that Faramir and his companions will be overwhelmed by the pursuit, Prince Imrahil of Dol Amroth leads a charge from Minas Tirith with the intent of rescuing his beleaguered allies. Gandalf, Prince Imrahil, and the rescue party will enter the board from the southern edge on Turn 2 + D3 (the Good player rolls before the game begins). Newly arrived models may not charge on the turn they arrive, but may otherwise act normally.

SOMETHING DIFFERENT...

In the film, Faramir and his fellows are pursued solely by the Nazgûl – no Orcs or Haradrim chase their heels. Try getting together with a few friends and playing the game with the Good forces as they are set, but with the Evil force entirely composed of the nine Ringwraiths on Fell Beasts. Only two of the Ringwraiths start the game on the board – two more will enter from the northern edge each turn, with the Witch-king arriving last of all on Turn Five. Newly arrived models may not charge on the turn they arrive, but may otherwise act normally.

GONDOR BATTLECRY TREBUCHET

This mighty war machine can fling stones and other debris at the foe with crushing force. The Trebuchet uses the rules for siege engines in the main rules manual, and could be used in The Walls of Minas Tirith (page 48) or The White Rider and the Black (page 50).

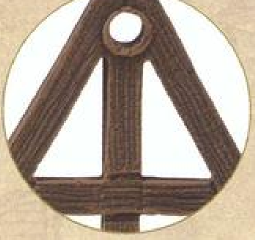


● ● **Metal:** Boltgun Metal,
● Black Ink, Chainmail.

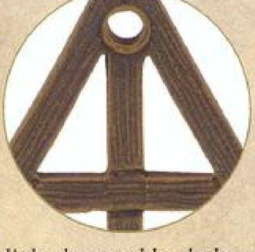
BASE

A great way to protect the paint work of your Trebuchet is to mount it on a base. Here we have decided to mount ours on a piece of plasticard which has been flocked to match the green board.

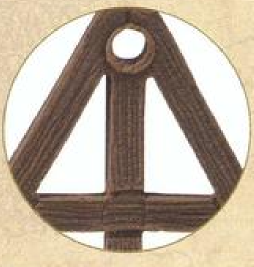
WOOD



Drybrush the wood Scorched Brown.



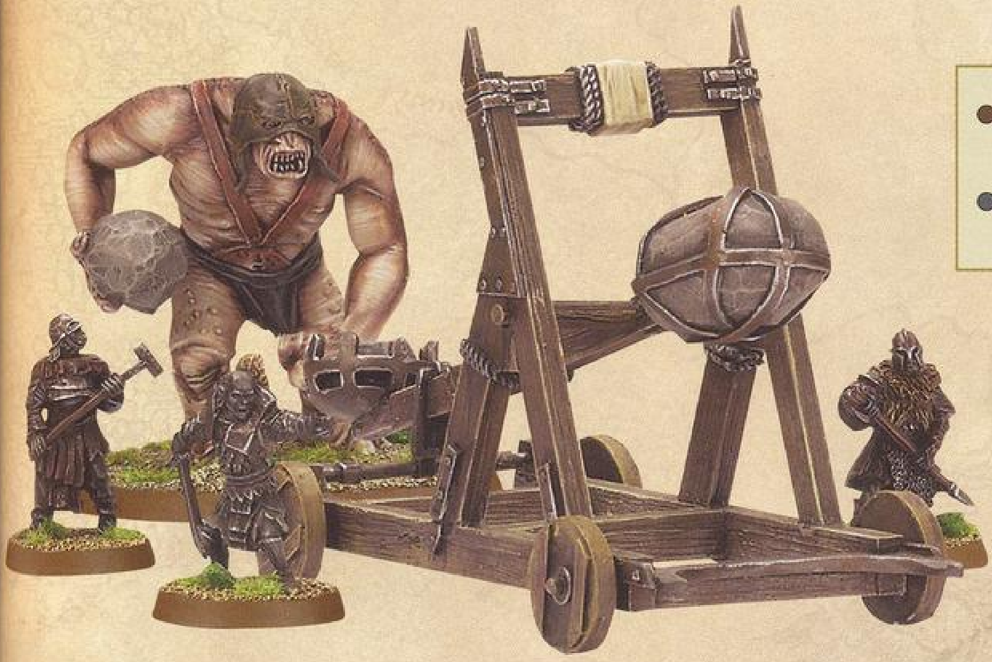
Highlight the wood by drybrushing it Bestial Brown.



To finish, drybrush the wood Graveyard Earth.

MORDOR WAR CATAPULT

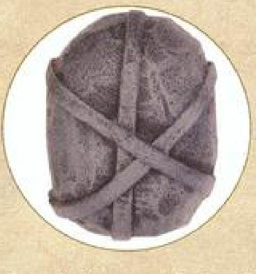
A crude machine with none of the mechanical genius of the Minas Tirith Trebuchets, the War Catapult can nonetheless wreak havoc amongst the force of Gondor. A Catapult appears in The Walls of Minas Tirith (page 48), but is also suitable to include in The Glory of Dol Amroth (page 56) and The Return of The King (page 66).



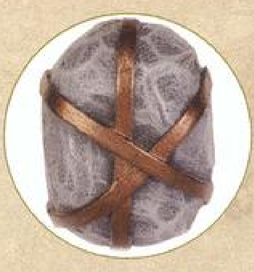
● ● **Wood:** Scorched Brown, Graveyard Earth.

● ● **Metal:** Boltgun Metal, ○ Black Ink, Chainmail.

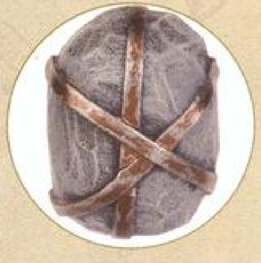
ROCK



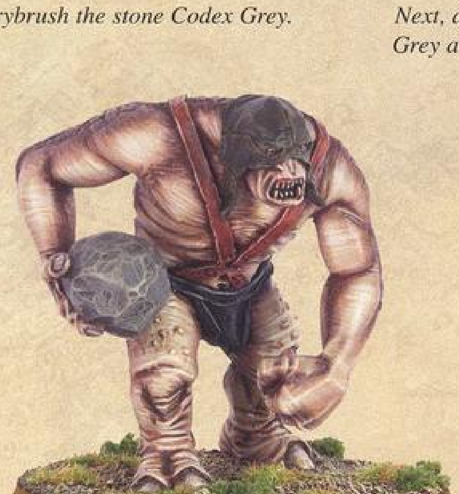
Drybrush the stone Codex Grey.



Next, drybrush the stone Fortress Grey and paint the metal Tin Bitz.



To finish edge the metal with Chainmail.



● ○ **Flesh:** Chaos Black/Dwarf Flesh.

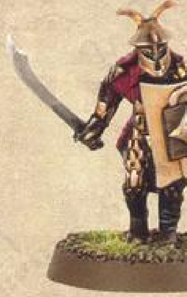
● ● **Scales:** Chaos Black, Codex Grey.

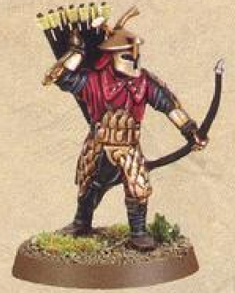
● ● **Leather:** Scorched Brown, Dark Flesh.

● ○ **Teeth:** Scorched Brown, Bleached Bone.

EASTERLING WARRIORS

Dedicated followers of Sauron, the Easterlings require no threats or trickery to join the assault on Gondor – they fight because it is the Dark Lord's will. We recommend using Easterling Warriors in The Walls of Minas Tirith (page 48), The White Rider and the Black (page 50) and The Glory of Dol Amroth (page 56).





● ● **Cloth:** Scab Red, Red Gore,
◐ Scab Red/Bleached Bone.

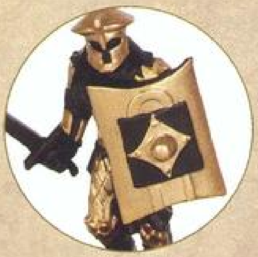
● ● **Leather:** Chaos Black, Codex Grey.

● **Bow:** Chaos Black.

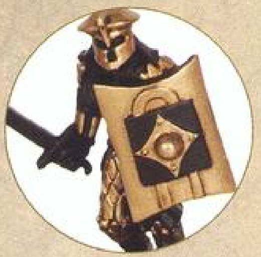
● ● **Blade:** Chainmail, Mithril Silver.

● ◐ **Shield Pattern:** Scorched Brown, Bestial Brown/Bleached Bone.

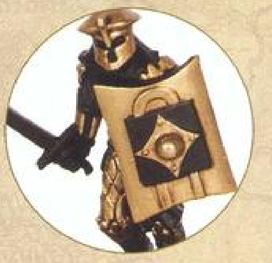
ARMOUR



Start by applying an equal parts mix of Shining Gold and Mithril Silver.



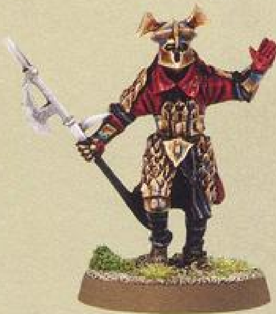
Apply a wash of watered down Chestnut Ink and Black Ink.



Highlight the edges of the armour with Mithril Silver.

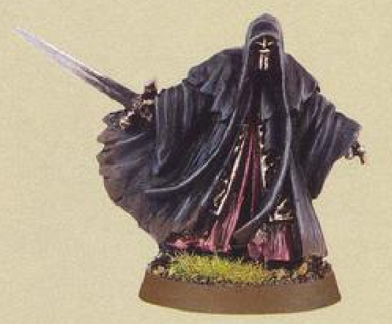
EASTERLING CAPTAIN

Using skills honed in dozens of battles against Sauron's enemies, Easterling Captains are canny and dangerous opponents of the Free Peoples. You will need an Easterling Captain in The Glory of Dol Amroth (page 56), but you can also field in him in The Walls of Minas Tirith (page 48), The White Rider and the Black (page 50).



KHAMÛL THE EASTERLING

Second amongst the Nazgûl, Khamûl thrives upon the carnage he causes and grows stronger with each enemy he slays. Khamûl is a suitable Hero to field in The Walls of Minas Tirith (page 48), The White Rider and the Black (page 50) or The Black Gate Opens (page78).



MORDOR TROLLS

Massive and muscular beasts bred solely for war, Mordor Trolls are more than a match for Gondor's soldiers and Heroes – providing they aren't massively outnumbered. Mordor Trolls are suitable for many scenarios in The Return of The King, but are best suited to The White Rider and the Black (page 50), The Glory of Dol Amroth (page 56) and The Return of The King (page 66).

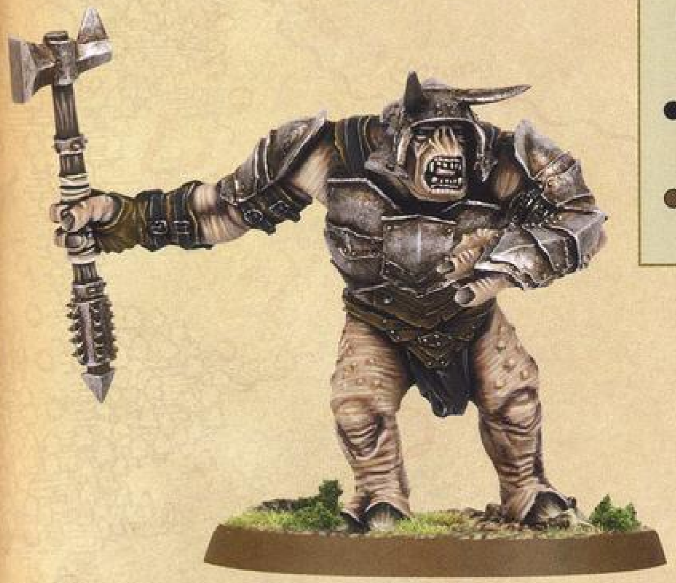
● ● **Flesh:** Chaos Black/Dwarf Flesh.

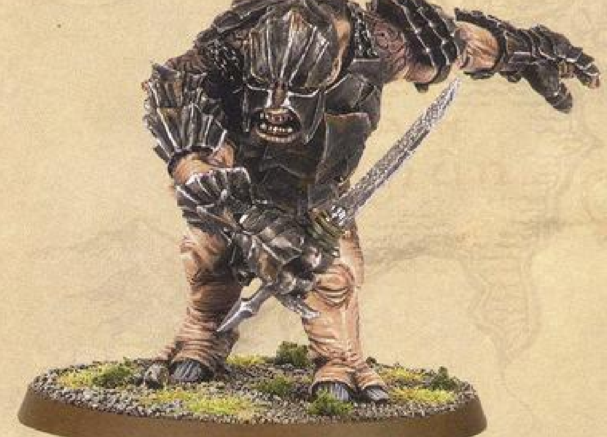
● ● **Scales:** Chaos Black, Codex Grey.

● ● **Hair:** Scorched Brown, Dark Flesh.

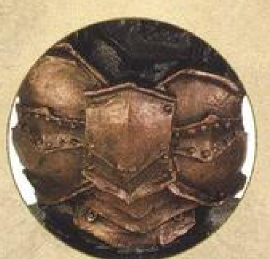
● ○ **Teeth:** Scorched Brown, Bleached Bone.

● ● ● **Chainmail:** Boltgun Metal, Black Ink, Chainmail.

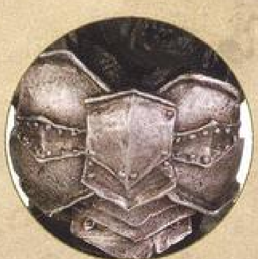




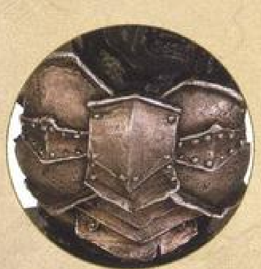
ARMOUR



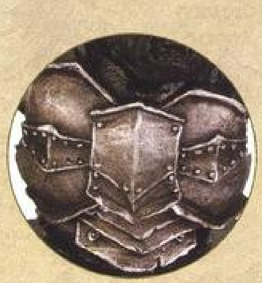
Start by drybrushing the armour Tin Bitz



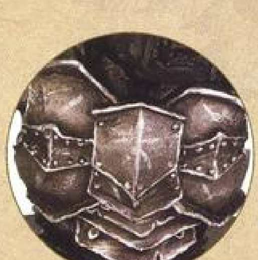
Next, add a highlight by drybrushing the armour Boltgun Metal.



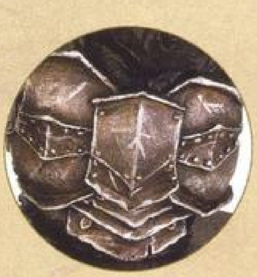
Apply a thinned down mix of equal parts Scorched Brown and Chaos Black.



Once the wash is dry use Chainmail to highlight the edges of the armour.



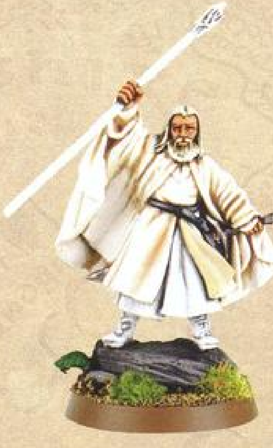
Apply fine highlights of Mithril Silver to the edge of the armour.

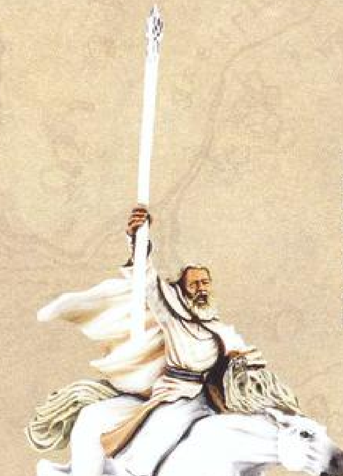


To finish add spots of Bestial Brown to give the impression of rust.

GANDALF THE WHITE

Architect of the defence of Gondor, Gandalf takes command of the armies of Minas Tirith as Denethor's mind begins to collapse. Gandalf appears in The Rescue of Faramir (page 34), The Walls of Minas Tirith (page 48), The White Rider and the Black (page 50) and The Pyre of Denethor (page 72). He could also be fielded in The Black Gate Opens (page 78).





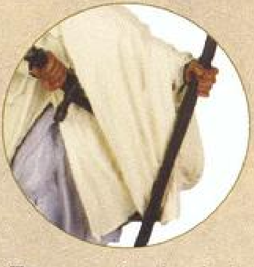
○ ○ **Hair:** Fortress Grey, Skull White.

● ● **Metal:** Chainmail, Mithril Silver.

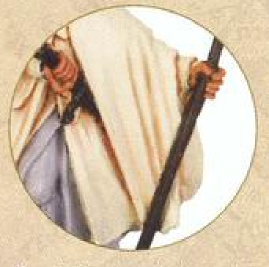
● ○ **Staff:** Fortress Grey, Skull White.

● ● **Belt:** Chaos Black, Codex Grey.

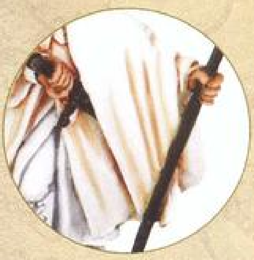
CLOAK



To start, paint the cloth Bleached Bone.

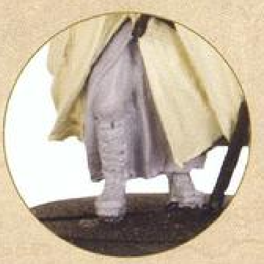


To shade the cloth apply thinned down Flesh Wash.

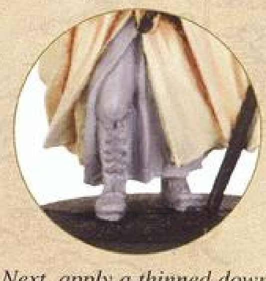


Finish off by highlighting the raised areas with Skull White.

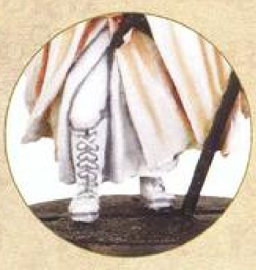
TROUSERS



Start by basecoating the trousers Fortress Grey.

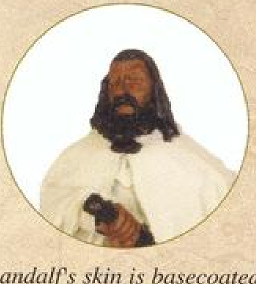


Next, apply a thinned down wash of Codex Grey.

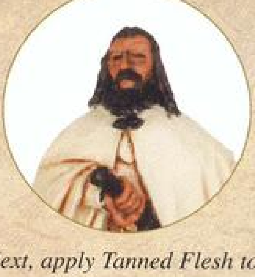


Finally, use Skull White to highlight the trousers.

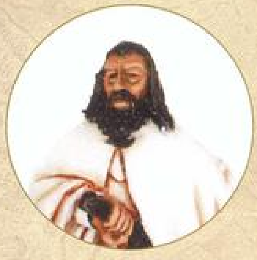
SKIN



Gandalf's skin is basecoated Bestial Brown.



Next, apply Tanned Flesh to the raised areas.



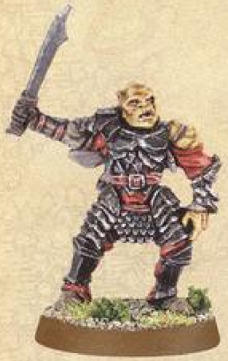
Use Dwarf Flesh as a final highlight, leaving some of the previous colour in the recesses.

GOTHMOG, LIEUTENANT OF MINAS MORGUL

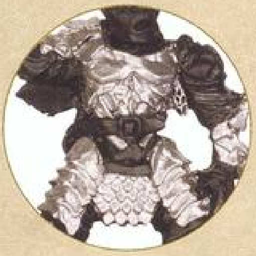
A disfigured and brutal Orc, Gothmog is a masterful tactician and assumes command of the Evil army following the death of the Witch-king of Angmar. Gothmog takes the field in The Return of The King (page 66), but is also a suitable Hero to field in The Walls of Minas Tirith (page 48) and The White Rider and the Black (page 50).

● ● **Leather:** Bestial Brown, Snakebite Leather.

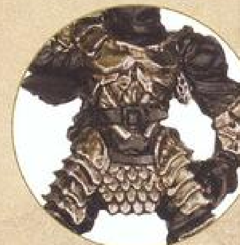
● ○ **Sleeves:** Graveyard Earth, Bleached Bone.



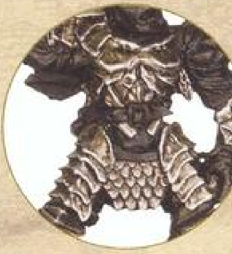
ARMOUR



Start by painting the armour Boltgun Metal.

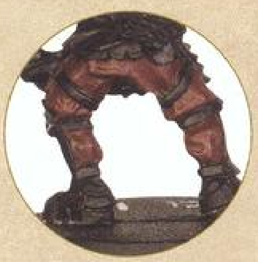


Apply a wash of thinned down Black Ink and Brown Ink to shade the armour.

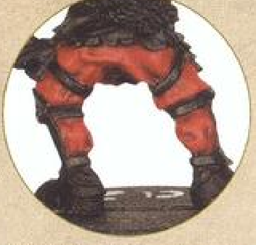


Once the wash is dry apply Chainmail to the raised areas of the armour.

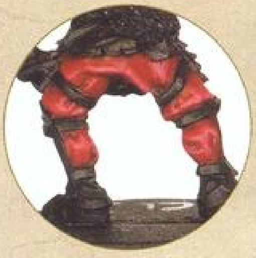
CLOTH



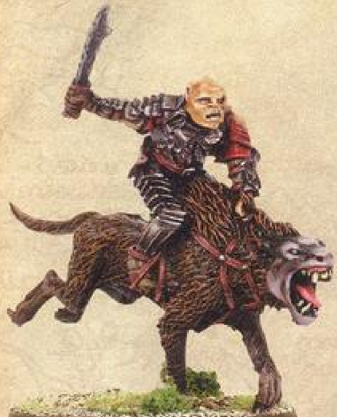
To start, apply an equal parts mix of Red Gore and Chaos Black.



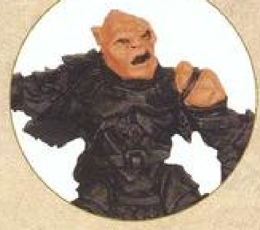
Highlight this by layering Red Gore to the raised areas of cloth.



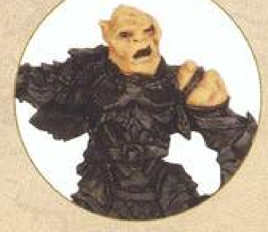
To finish, apply an equal parts mix of Red Gore and Bleached Bone.



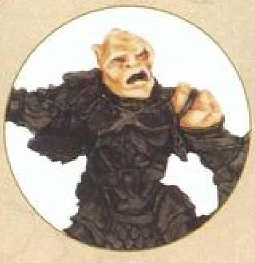
SKIN



Gothmog's face is basecoated with a mix of Dark Flesh and Vomit Brown.



Vomit Brown is used as the first highlight.

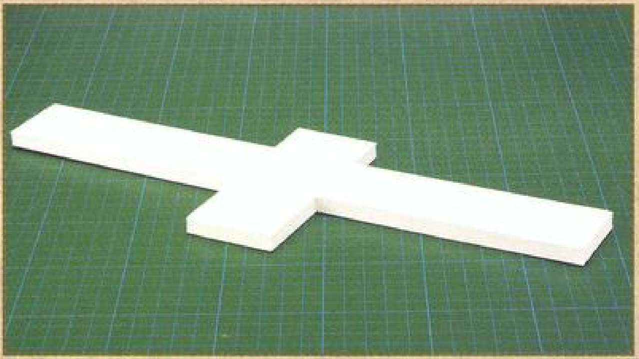


A final highlight of Vomit and Skull White is applied to the raised areas.

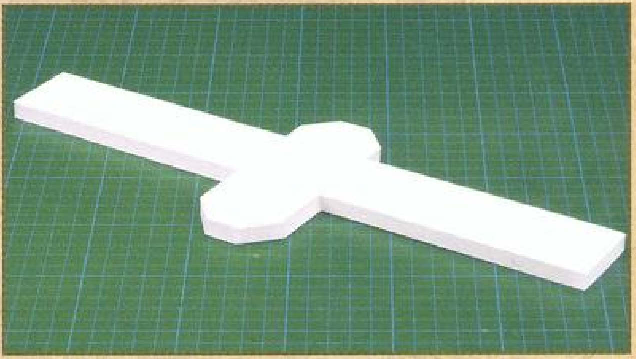
MINAS TIRITH

Built in Gondor's earliest days, the outer walls of Minas Tirith are impossible to destroy and offer protection to Minas Tirith's garrison. The walls of Minas Tirith are used in The Walls of Minas Tirith (page 48) and The White Rider and the Black (page 50).

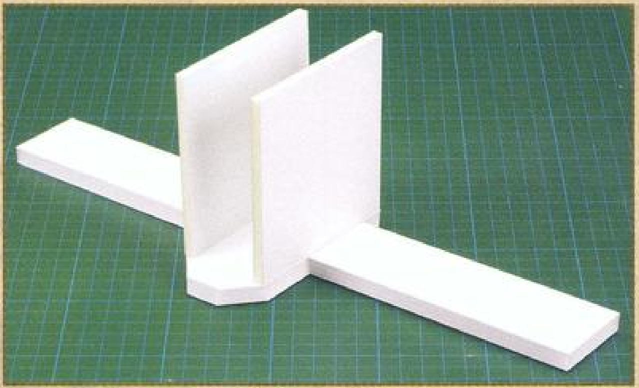
WALLS



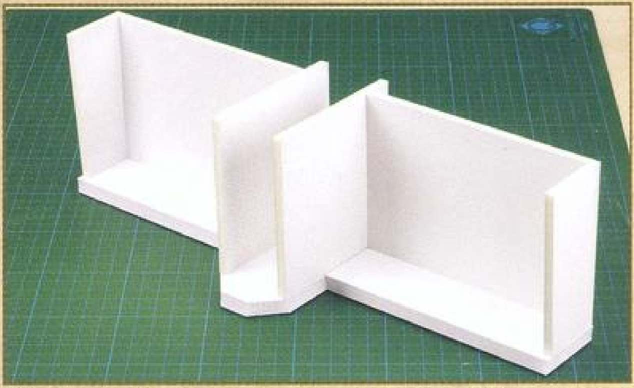
1 *Using 10mm foam board cut a strip 350mm long x 45mm wide with two protrusions 50mm wide about its centre. The front is 50mm long and the rear 30mm long.*



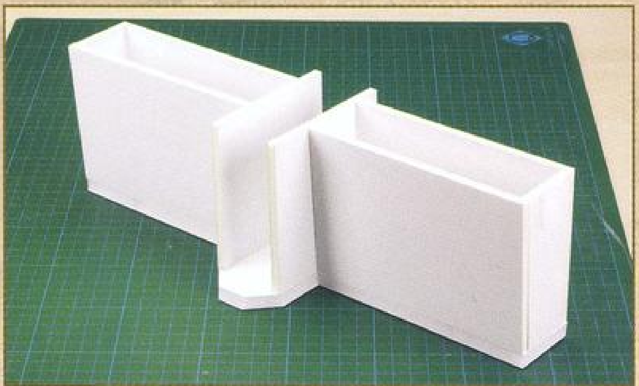
2 *Next, marks points 15mm from each corner of the centre section and use these as a guide to trim the corners.*



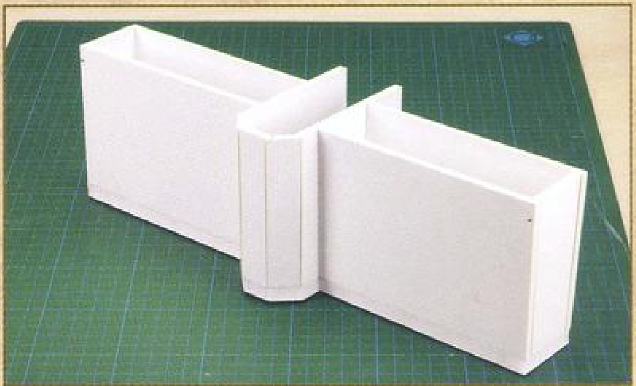
3 *Now glue two pieces 95mm x 100mm to centre section.*



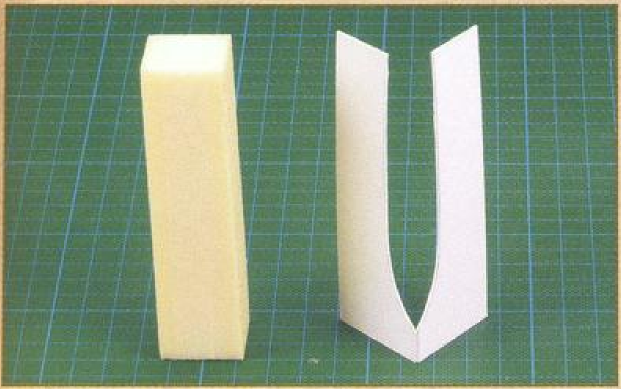
4 *Continue by gluing two rear wall sections 150mm x 100mm in place. Cut two tapered end pieces 100mm high (35mm across top, 40mm across bottom) and glue in place.*



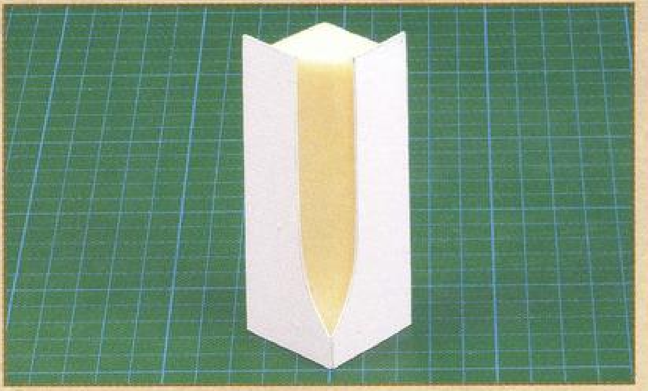
5 *To make the front walls glue two pieces 150mm x 100mm in place.*



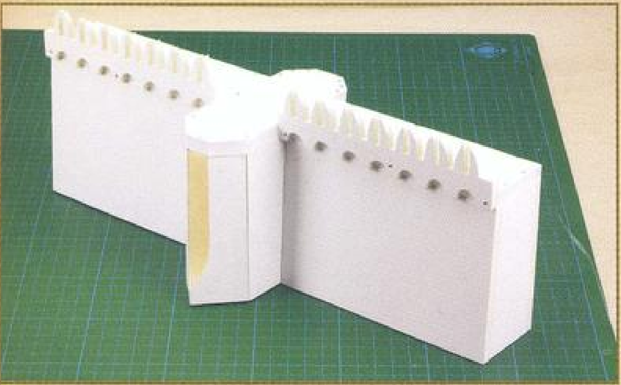
6 *Next, cut three strips 20mm wide and use these to box in the back of the tower. Construct the buttress front as with the wall, this time with a 165mm long template. When this is dry glue it in place on front of the tower.*



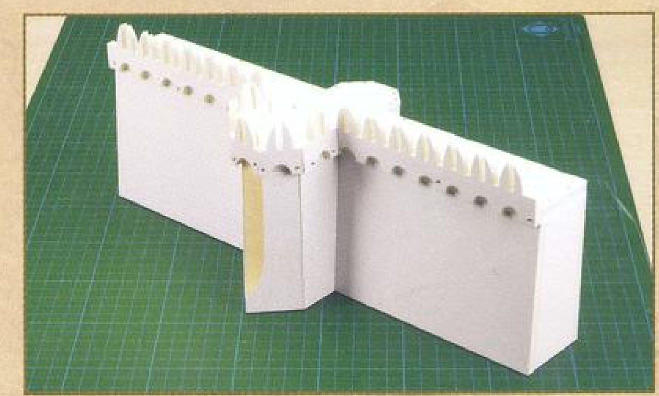
7 *For the front of the buttress, cut the buttress template from thin card, then score and fold along the centre line. You will need to cut a piece of polystyrene 25mm x 25mm x 100mm.*



8 *Next, glue the polystyrene to the card template and when dry use a hot wire cutter to shape the buttress as shown.*

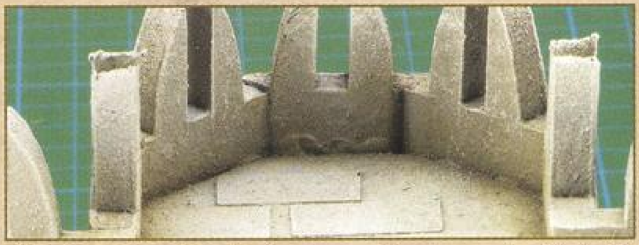


9 *Glue the buttress in place at the front of the wall. Using the castellation template draw and cut out two strips 150mm long and glue to the upper edge of the front wall.*



10 *Cut out five short castellation strips using the top of your wall as a guide and glue these in place.*

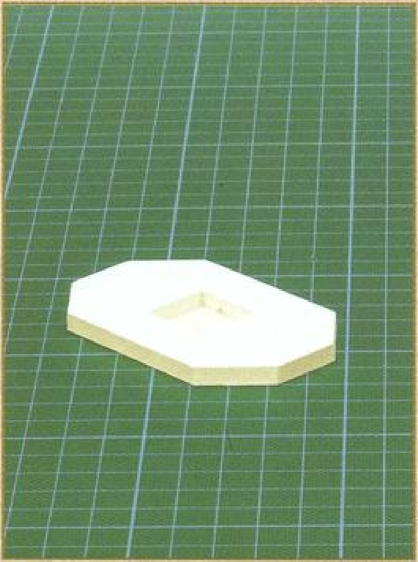
11 *To texture the walls bricks were cut from thick paper and glued to the wall.*



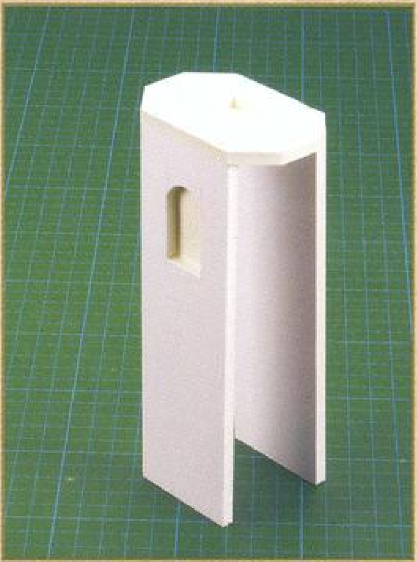
12 *Once everything is dry any small gaps can be filled with ready mixed filler prior to painting.*

MINAS TIRITH

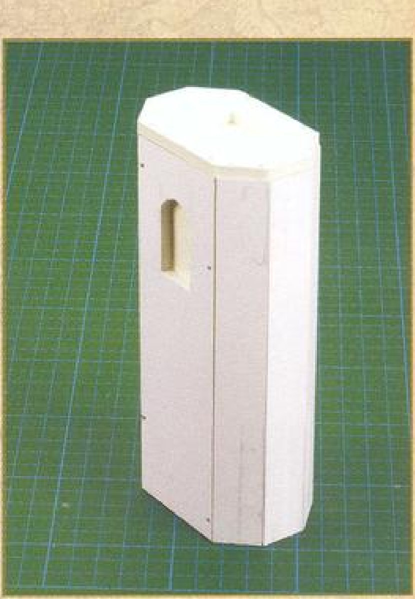
TOWERS



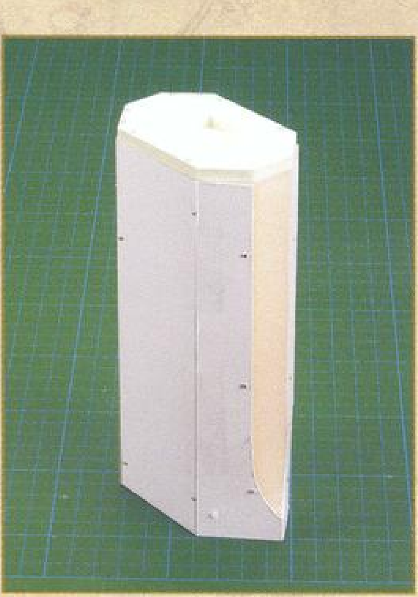
1 *The top of the tower is 80mm x 50mm with the corners removed in the same as the wall section. A section 20mm x 20mm was removed from the middle. Take care not to cut through the back of the foam board.*



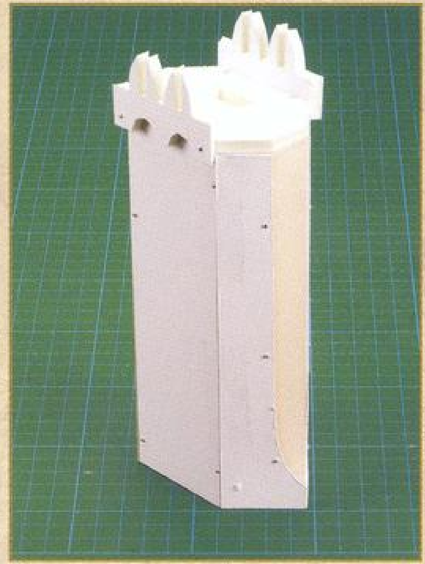
2 *Cut two pieces of foam board 150mm x 50mm. Using your wall as a guide for height draw and cut out an arched door 35mm x 20mm on each piece. The end towers will only need one door on each inside face.*



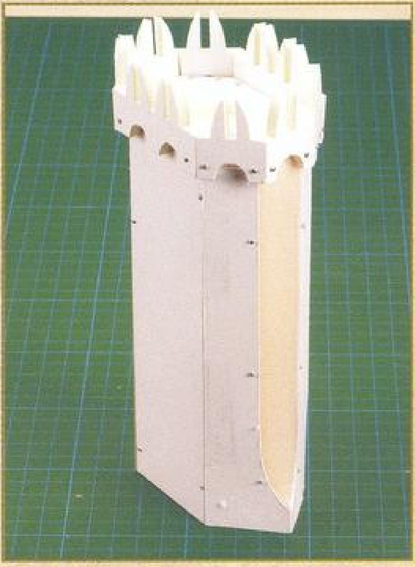
3 *Next, cut three strips 165mm x 20mm and use these to box in the back of the tower. Trim the inside of the long edges to ensure a good fit.*



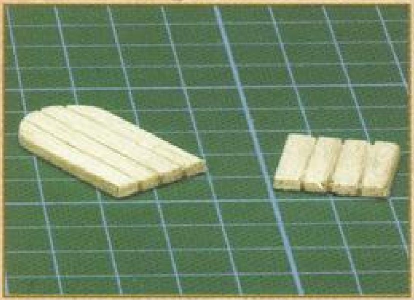
4 *Construct the buttress front as with the wall, but this time the polystyrene and card template will need to be 165mm long. When this is dry glue it in place on front of the tower.*



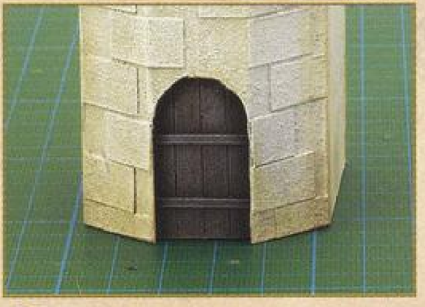
5 *Once this is dry cut out two castellation strips 50mm long and glue these to the side of the tower.*



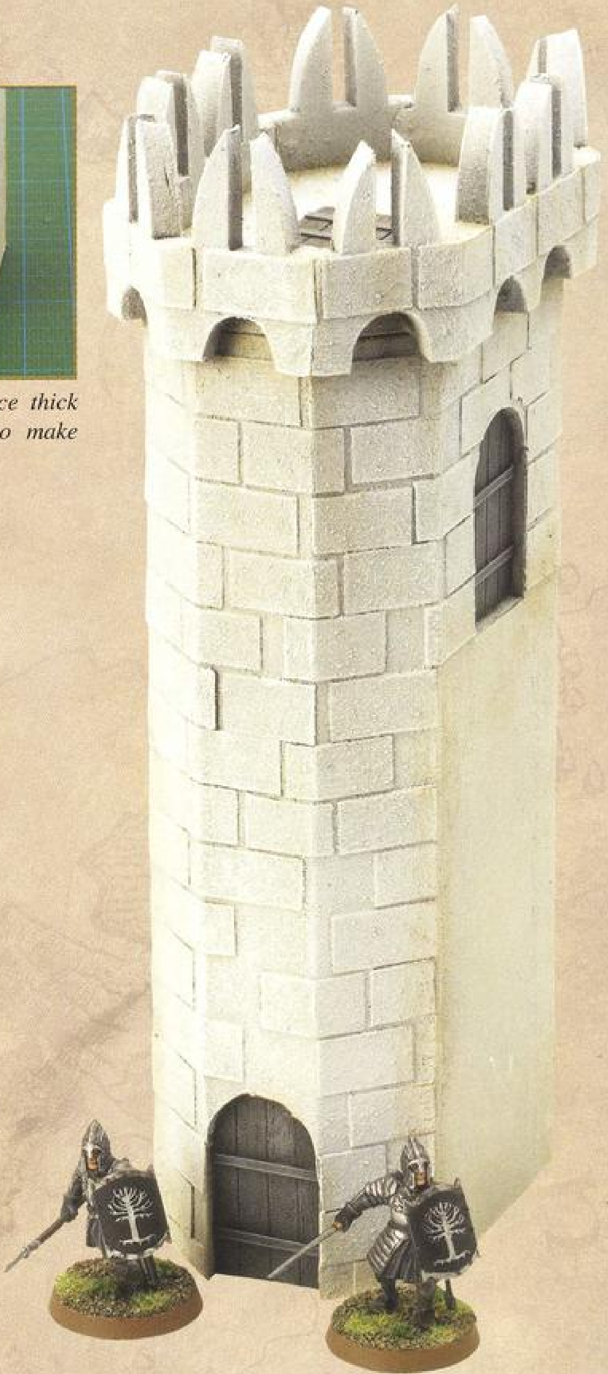
6 *Using your tower as a guide for length cut six short castellation sections. Glue these in place around the outer edge of the tower.*

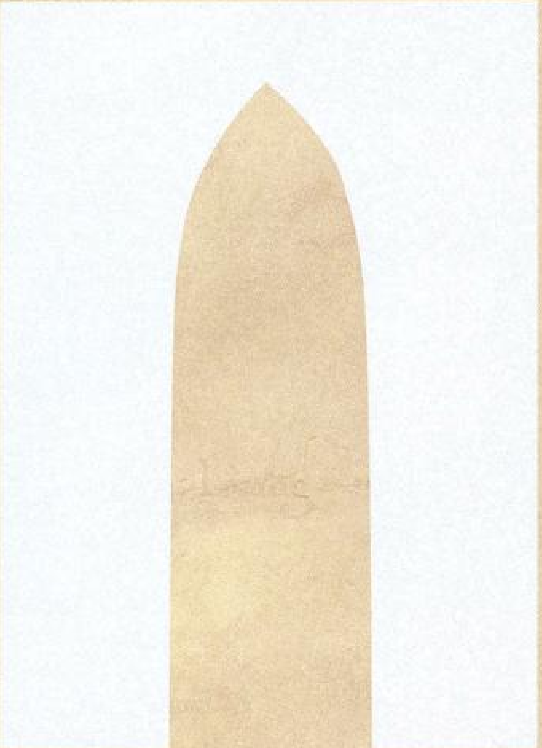


7 *Using a sharp pencil score a balsa sheet with 5mm wide lines. Cut this into 20mm wide strips and use to make your doors and trapdoor.*

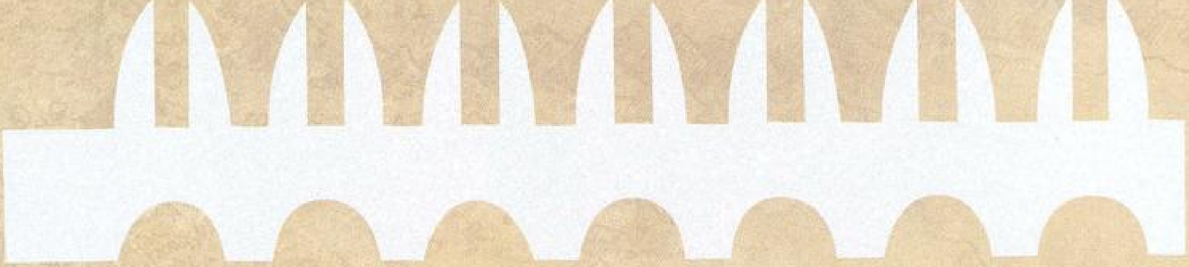


8 *With the doors glued in place thick paper strips can be used to make hinges.*





Buttress template



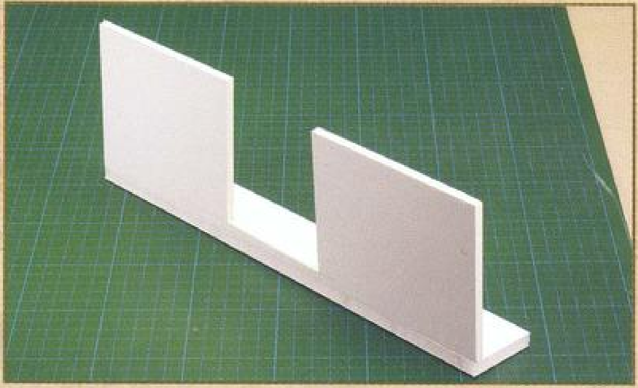
Castellation template

Shown at 100% of actual size.

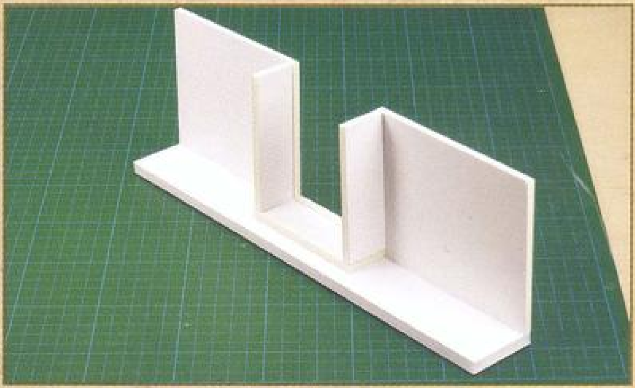
© Copyright Games Workshop 2007. Permission granted to photocopy the template on this page for personal use only to play a game of The Lord of the Rings strategy battle game. All further rights reserved.

MINAS TIRITH

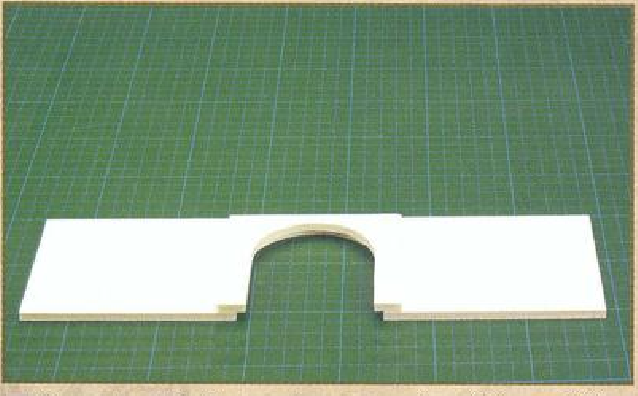
GATEHOUSE



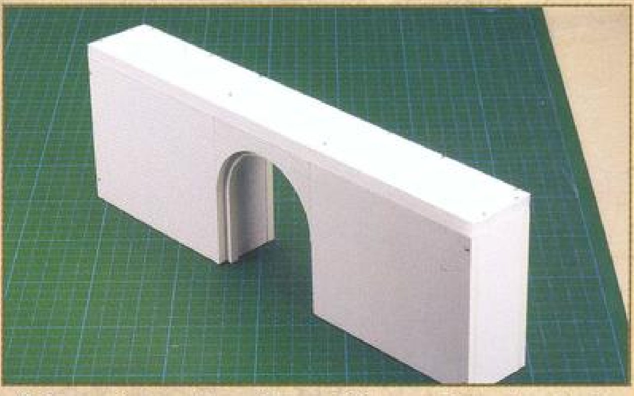
1 *The back wall is made from 5mm thick foam board 320mm x 100mm with a cut out 95mm x 80mm centred along one edge. Glue this to a 10mm thick foam board strip 320mm x 45mm.*



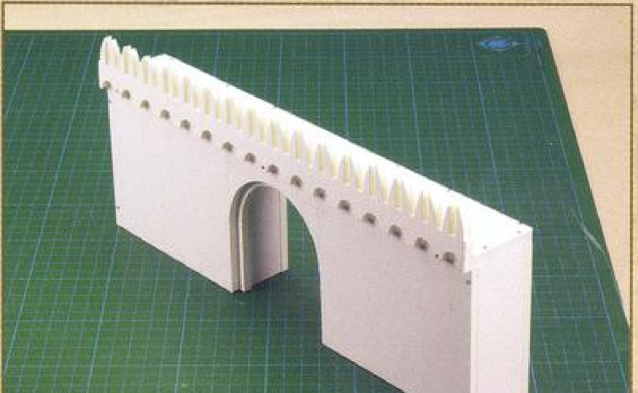
2 *Next cut out two 95mm x 30mm pieces and one 90mm x 30mm piece. Glue the two longer strips to the shorter strip to make an arch. When this is dry glue it to the inside back wall.*



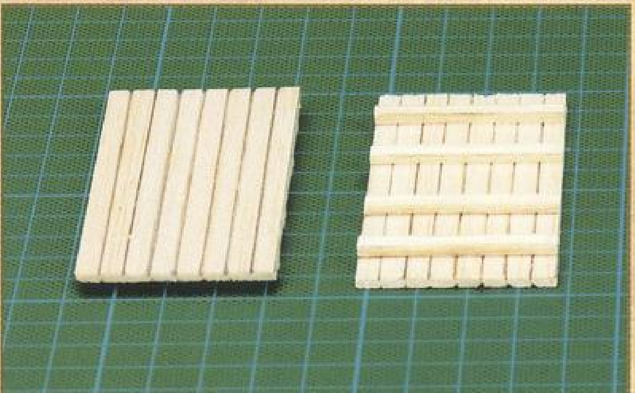
3 *To construct the front wall make one piece 320mm x 100mm with an arched opening 80mm wide x 90mm high. Then make a second piece 100mm x 100mm with an opening 70mm wide x 85 mm high. Glue this to the rear of the front wall as shown.*



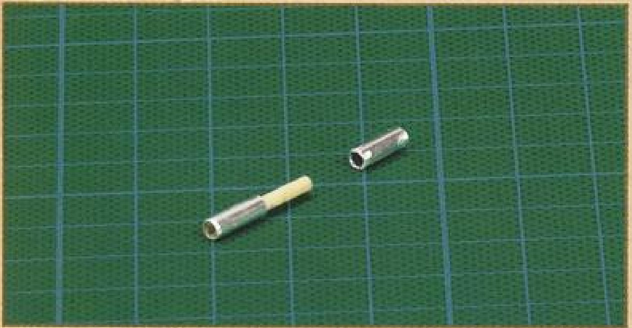
4 *Now make two pieces 35mm x 100mm and glue these in place to form the ends. When dry glue the front wall in place.*



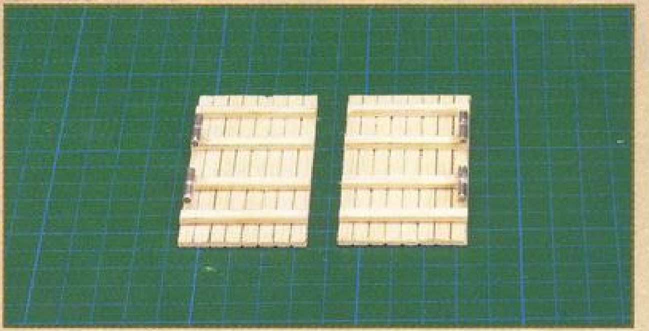
5 *Using the castellation template cut out a strip 320mm long and glue in place along the front wall.*



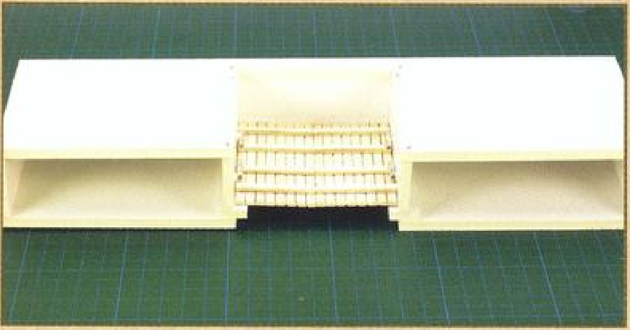
6 *To make the gate cut two pieces of balsa 40mm x 90mm and score with 5mm planks. Glue strips of balsa across the back to strengthen the gate.*



7 *If you want your gates to open you can make some hinges. The one shown here was made from two pieces of tubing with a short section of wooden dowel glued into one.*



8 *To allow the gate to open make four hinges and carefully glue one half of each to the middle strengthening bars on the rear of the doors.*



9 *Check the fit of the two gates in the opening at the rear of the front wall to make sure they fit snugly. When you're happy with the fit lay the wall and gates flat and apply glue to the other half of your hinge and leave to dry.*

●● **Stonework:** Calthan Brown, Graveyard Earth,
○○ Bleached Bone, Skull White.

> *"A strong citadel it was indeed,*
> *and not to be taken by a host of enemies..."*
> *– The Return of The King*

SCENARIO 4

THE WALLS OF MINAS TIRITH

With the loss of Osgiliath and the crossings of the Anduin, the outer defences of Minas Tirith have fallen. Now only the city itself stands between Sauron and the dawn of a new age where the Dark Lord is the sole dominant power. The White City is surrounded by Orcs scurrying about their tasks in the balefic light of the fires they have set upon the Pelennor, while Trolls haul great siege engines and machineries of war into position. It is as if all the devilry of Mordor now lies before Minas Tirith. The walls of the White City are strong, and while their defenders still have courage no enemy can prevail. However, fear is a weapon the Witch-king, marshal of Mordor's hosts, has long ago mastered. Even as hundreds of Orcs charge out of the darkness with siege ladders, the Captain of Morgul assails the hearts and souls of his foe with dread sorceries invoked in a forgotten tongue. Unquenchable fires consume men and buildings behind the walls and the defenders begin to lose heart. In these final hours it is Gandalf who saves Minas Tirith from doom. Wherever he strides, hope is renewed. The White Wizard knows that if the city holds for long enough help can perhaps arrive from another quarter. If the walls are taken Gondor will be lost, and the age of Sauron will begin.

This scenario represents the siege proper, with ladders cast against the walls and the defenders trying to stem the tide of attackers. Defending a fortress is a huge advantage for the Good player, and so the Evil player will want to spread his attacks along the wall – only by thinning the defenders can he hope to prevail.

PARTICIPANTS

GOOD

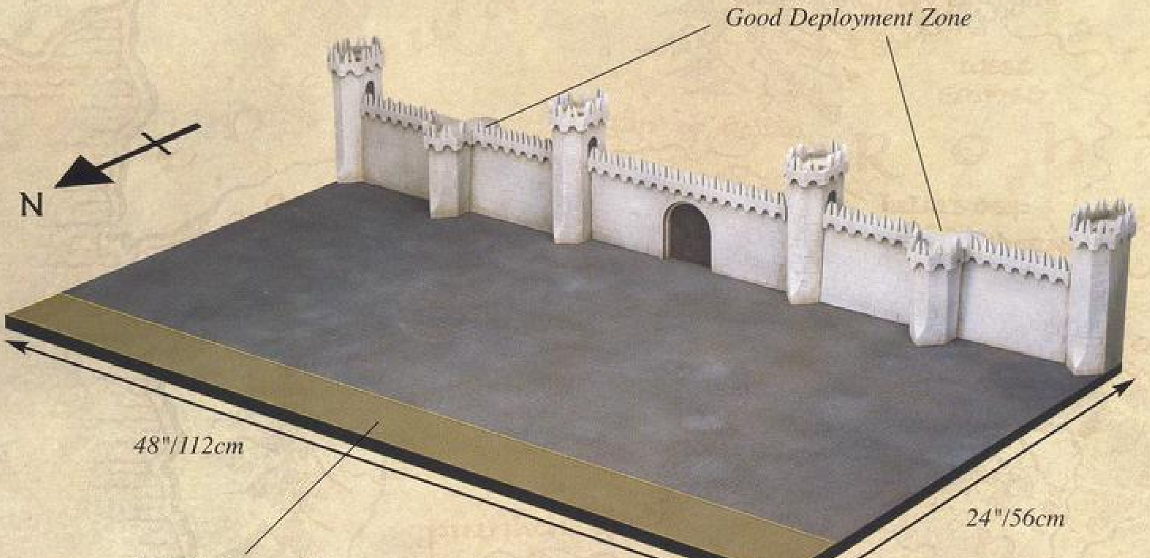
- Gandalf the White.
- Peregrin, Guard of the Citadel.
- Forlong the Fat.
- Up to 300 points of Good Heroes and Warriors (we recommend a mix of Warriors of Minas Tirith and Fiefdoms troops). Up to 33% of these additional models may be given bows. Mounted models may not be chosen.

EVIL

- 1 Mordor War Catapult with Troll Loader.
- Up to 300 points of Evil Heroes and Warriors (we recommend a mix of Easterlings and Orcs, with a good portion of cavalry selected). Up to 33% of these additional models may be given bows. Up to two of these additional models may be a Hero, although named Heroes may not be chosen. You may have one siege ladder for every 8 models selected in this force.

LAYOUT

The scenario is played on a board 24"/56cm by 48"/112cm. The outer wall of Minas Tirith is made of stone and stretches across the board along the southern table edge. The Pelennor itself is featureless to allow a clear field of fire.



STARTING POSITIONS

The Good player deploys his entire force on the walls of Minas Tirith. When the Good player has finished deploying, the Evil player may deploy his entire force up to 6"/14cm from the northern table edge.

OBJECTIVES

The game lasts for 10 turns. The Evil player wins if he has achieved two out of the following three objectives at the end of any turn:

- Gandalf has been slain.
- The Good force has been reduced to 25% or less of its starting numbers.
- The Evil player has 8 or more models on the wall.

If the Evil player does not achieve his victory conditions before the game ends, the Good player wins.

SPECIAL RULES

No Surrender, No Retreat. The defenders have resigned themselves to this last, near-hopeless battle and are now beyond fear, whilst the attackers are so numerous they give no heed to their losses. Neither Good nor Evil models take Courage tests for their force being reduced to half strength in this scenario.

The Sound of Battle (Evil only). The Evil force is but part of a much larger army – for every Orc slain, there are more waiting to charge the walls. At the end of the Evil player's Move phase, he or she must roll a D3 – this is the number of reinforcements that have arrived. These reinforcements can be chosen from any Warriors (not Heroes) previously slain. Evil reinforcements enter from the northern board edge. Newly arrived models may not charge in the turn they arrive, but may otherwise act normally.

SOMETHING DIFFERENT...

This scenario can be used to represent many different sieges from the history of Middle-earth, such as Dwarves attacking Goblin holds, or the Men of Númenor assailing Barad-dûr. It can even represent new sieges of your own creation. Simply choose 500 points of models for each side. The defender takes the place of the Good side and should have one Hero to take the place of Gandalf in the victory conditions. The attacker takes on the role of the Evil forces.

SCENARIO 5

THE WHITE RIDER AND THE BLACK

Unable to take the walls of Minas Tirith through siege tower and escalade, the Witch-king directs Grond, the great wolfshead battering ram of Mordor, against the fortress. Grond proves as unstoppable as its namesake, the hammer of the Underworld. Over the corpse-choked ground it comes, propelled by great mountain Trolls and nameless beasts. In the shadow of the wolfshead comes the Witch-king of Angmar, a pale sword clutched in his undying hand and dread malice cast before him as a shroud. Reaching the gate, the spellforged iron ram strikes the portal thrice, its twisted metal maw spitting flames with every impact. On Grond's third strike the great gate of Minas Tirith bursts asunder in a shower of flaming timber and tortured steel. Now unhindered, the Black Rider enters through the archway and into the city that has never fallen. Only one obstacle yet stands between the Lord of the Nazgûl and victory: an old man on a white steed, sitting still and silent before the gate.

Although a straightforward battle at first sight, the Good force is broken at the start of the game and only the courage of Gandalf and Imrahil will keep the defenders of Minas Tirith fighting. These two Heroes then should be the priority of the Evil player, as once they are slain all resistance will crumble.

PARTICIPANTS

GOOD

- Gandalf the White on Shadowfax.
- Prince Imrahil of Dol Amroth.
- Peregrin, Guard of the Citadel.
- Up to 300 points of Good Warriors (we recommend a mix of Warriors of Minas Tirith and Fiefdoms troops). Up to 33% of these additional models may be given bows. No additional Heroes may be chosen. Mounted models may not be chosen.

EVIL

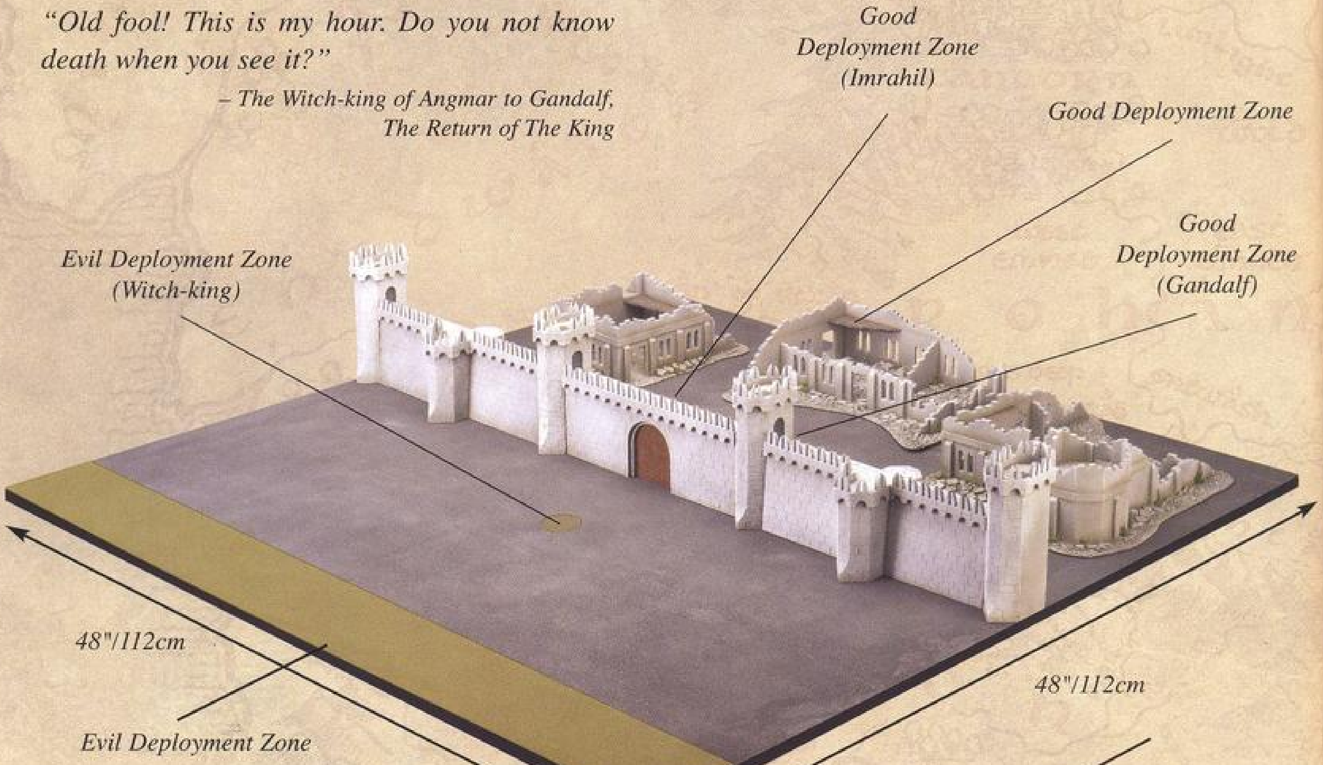
- The Witch-king of Angmar on Dark steed.
- Up to 400 points of Evil Heroes and Warriors (we recommend Easterlings). Up to 33% of these additional models may be given bows. Up to two of these additional models may be a Hero.

LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. The outer wall of Minas Tirith runs along the centre of the board, with ruined buildings filling the space behind it. Note that the gate is broken – it starts the game open and cannot be closed.

"Old fool! This is my hour. Do you not know death when you see it?"

– The Witch-king of Angmar to Gandalf,
The Return of The King


Good Deployment Zone (Imrahil)
Good Deployment Zone
Evil Deployment Zone (Witch-king)
Good Deployment Zone (Gandalf)
48"/112cm
48"/112cm
Evil Deployment Zone
N

STARTING POSITIONS

The Good player deploys his force anywhere on the southern half of the board, with the following exceptions: Imrahil and at least six models must be deployed on the walls, Gandalf must be deployed 6"/14cm to the south of the gate. The Evil player then deploys his force within 12"/28cm of the north board edge with the exception of the Witch-king, who must be deployed 6"/14cm to the north of the gate.

OBJECTIVES

The first force to reduce the opposition to 25% of its starting numbers at the end of any turn wins the game. Should both forces be reduced to 25% at the end of the same turn, the game is a draw.

SPECIAL RULES

Burning buildings. To represent all the houses and palaces in the first ring of the White City being ablaze, any models in a building at the start of the priority phase suffer a wound on a 4 or more.

Horns in the distance! When the horns marking the arrival of the Riders of Rohan on the fields outside Minas Tirith are heard, the Witch-king decides to abandon the fight in the streets to deal with this new threat. The Good player rolls 2D6 at the end of each priority phase. If the result is equal to or less than the turn number, the Riders have arrived and are assailing the Orcs outside the city, forcing the Witch-king to abandon the game. Remove his model from the battle (he effectively counts as a casualty).

Courage is your best Defence now. The defenders of Minas Tirith are heartsick and utterly exhausted from the siege – only the presence of Gandalf and Imrahil keeps them in the fight. The Good force is broken at the start of the game.

SOMETHING DIFFERENT…

Gandalf and the Witch-king are the focal points of this battle. To represent the truly titanic struggle, have slain Warriors return to play in the Move phase following the turn in which they were slain. The Evil models will enter the board via the northern board edge, while the Good models will enter the board via the southern board edge. If you choose to do this, the Good side will win when the Witch-king is slain (or driven off) while the Evil side will win when Gandalf is slain. Remember, newly arrived models may not charge on the turn they arrive, but may otherwise act normally.

SCENARIO 6

THE HORSE AND THE SERPENT

The sounding of horns tells the tale: the Rohirrim have come! The might of their charge smashes through the Orc defenders of the Rammas, riding down through the hosts of Mordor with the joy of battle in their hearts. The Rohirrim slaughter all before them, and drive their enemies to the river. Overcome with battle fury, Théoden and his greatest warriors ride far ahead of the main battle and reach the road to the river. With nigh on the entirety of the northern half of the Pelennor Field overrun, the tide of war has turned, but the battle has not yet been won. Perceiving the carnage caused by the King of Rohan, Suladân, commander of Mordor's Haradrim allies, sees an opportunity to revert the battle's fortunes. His forces as yet uncommitted, Suladân rouses his warriors and charges the exposed Rohan king who, unwilling to await the foe's onset, charges headlong to greet the Haradrim warlord and his entourage…

In this scenario, both players must attempt to fight their way towards the heart of the enemy host and slay its leader. As Théoden and Suladân are easily the most skilled fighters on their respective sides, each player will need to strike a balance between keeping their leaders safe and utilising their combat potential.

PARTICIPANTS

GOOD

- Théoden, King of Rohan on horseback with heavy armour and shield.
- Gamling, Captain of Rohan on horseback with the Royal Standard of Rohan.
- Éowyn, Shield Maiden of Rohan on horseback with throwing spears and armour.
- Meriadoc, Knight of the Mark with shield (starts the game as a passenger on Éowyn's horse).
- Up to 300 points of Good Heroes and Warriors (we recommend Riders of Rohan). All additional models must be mounted.

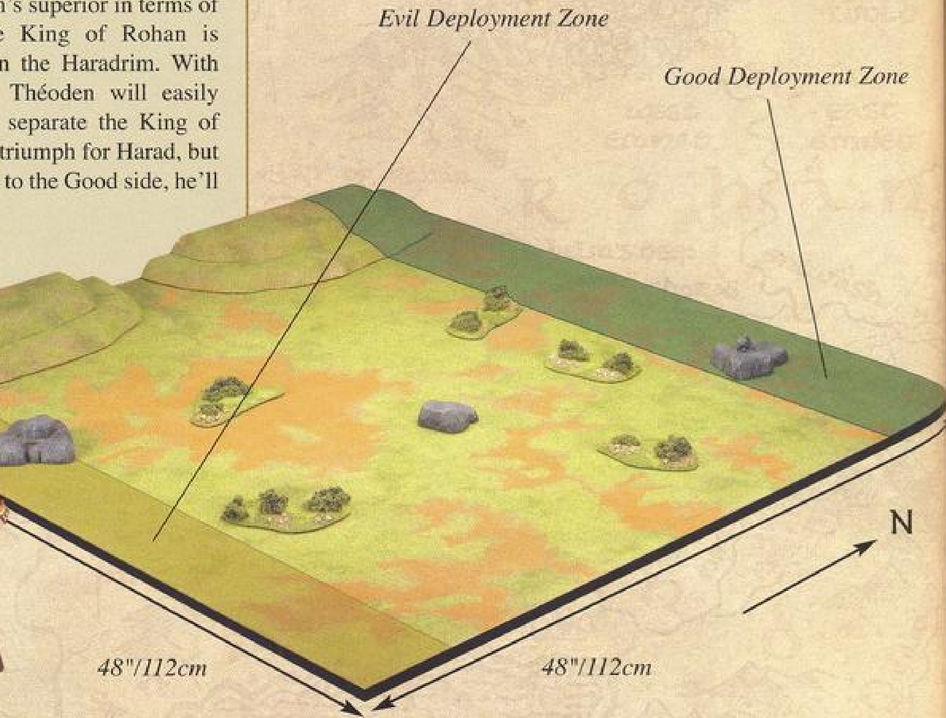
EVIL

- Suladân, The Serpent Lord on horseback with lance.
- Up to 400 points of Evil Heroes and Warriors (we recommend Haradrim Raiders or Serpent Riders). All additional models must be mounted.

> *"Arise, arise, Riders of Théoden!*
> *Fell deeds awake: fire and slaughter!"*
> *– Théoden to his riders, The Return of The King*

A DUEL TO THE DEATH

On the face of it, Suladân is Théoden's superior in terms of raw combat ability, however the King of Rohan is surrounded by doughtier allies than the Haradrim. With Gamling and Éomer at his side, Théoden will easily triumph. The Evil player needs to separate the King of Rohan from his subjects to ensure a triumph for Harad, but with so many Might points available to the Good side, he'll have to be on top of his game.



LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. This encounter takes place on the edge of the Pelennor Fields. There is a low hill on which the Rohirrim have assembled, otherwise the ground is largely flat with occasional scrubby bushes and clusters of rocks.

STARTING POSITIONS

The Good player places his models first, no further than 12"/28cm from the northern board edge. The Evil player then places his models, no further than 12"/28cm from the southern board edge.

OBJECTIVES

The Good player must kill Suladân and have Théoden survive the battle. The Evil player must kill Théoden and have Suladân survive the battle. Whichever player meets their objectives first, wins the game. If both Suladân and Théoden are killed in the same turn, the game is a draw.

SPECIAL RULES

The Sound of Battle (Good and Evil). The two forces are but part of larger armies – for every model slain, there are a yet more striving elsewhere. At the end of each player's Move phase, he or she must roll a D3 – this is the number of reinforcements that have arrived. These reinforcements can be chosen from any Warriors (not Heroes) previously slain. Good models enter from the northern board edge, while Evil models enter from the southern board edge. Newly arrived models may not charge in the turn they arrive, but may otherwise act normally.

No Surrender, No Retreat. Both sides are so numerous they give no heed to their losses. Neither Good nor Evil models take Courage tests for their force being reduced to half strength in this scenario.

SOMETHING DIFFERENT...

In the film, Théoden and his warriors are opposed not by Haradrim riders, but by Gothmog and a host of Morannon Orcs. If you want to recreate the film version, substitute Suladân for Gothmog, and choose 400 points of Morannon Orcs to oppose the Rohirrim. To represent the utter dismay that the massive cavalry charge causes in Gothmog and his followers, all models on the Good side cause terror for the duration of the scenario.

SCENARIO 7

THE DEATH OF KINGS

The siege is broken, Suladân and his bodyguards lie dead, and Théoden, king of Rohan, stands alone after many deeds of great valour. In the few bloody minutes since the charge of the Rohirrim, Théoden has earnt a glorious reputation that will shine even in the presence of his mighty forebears, but the battle is not yet done. The Witch-king of Angmar has abandoned his attack on the city of Minas Tirith to face the new threat offered by the king of Rohan, and even now the Witch-king rides on dread wings to slay Théoden and so rob the Rohirrim of hope and leadership. With the corpses of dead bodyguards strewn around him, Théoden is easy prey for the Lord of the Nazgûl, yet he does not stand alone. Éowyn and Merry are close at hand, and will defend their liege to their last breath; but can even their valour prevail against the black-mantled Lord of Morgul?

Individually, the Good Heroes cannot hope to stand before the Witch-king, but even a few turns in combat can sap his precious Will to a point where he cannot function. The Evil player must pounce on each Good Hero in quick succession before his Nazgûl becomes too weakened to prevail against Éowyn's determination.

PARTICIPANTS

GOOD

- Théoden, King of Rohan on horseback with heavy armour and shield.
- Éowyn, Shield Maiden of Rohan on horseback with throwing spears and armour.
- Meriadoc, Knight of the Mark with shield (starts the game as a passenger on Éowyn's horse).

EVIL

- The Witch-king of Angmar on Fell Beast, with flail.

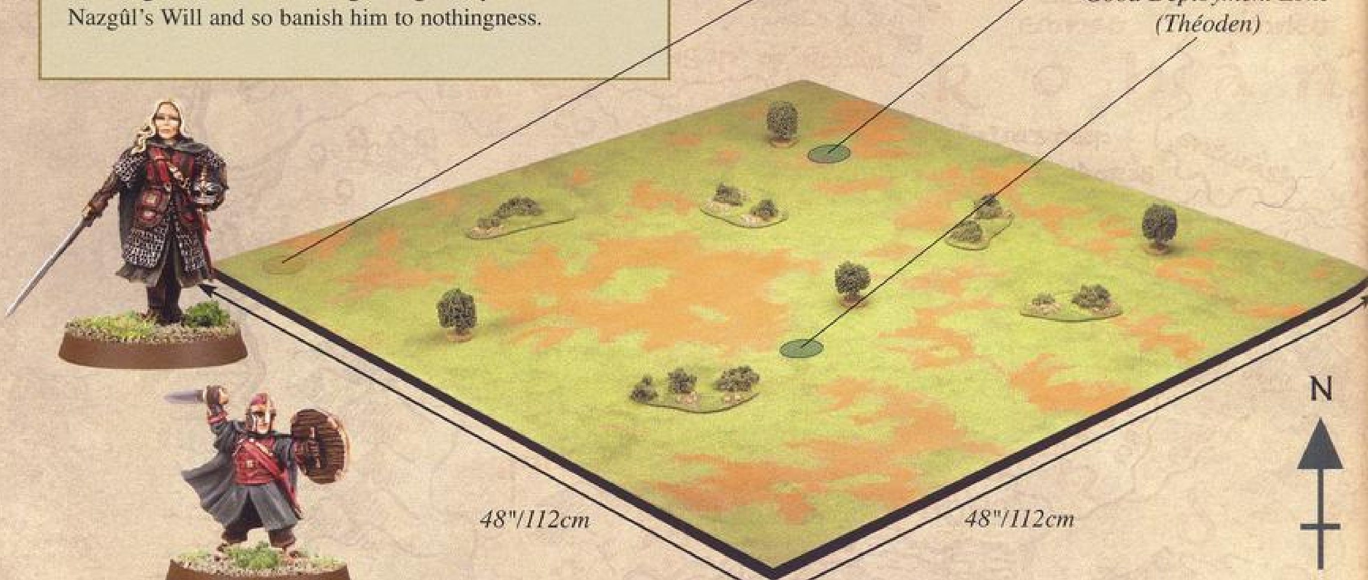
LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. This battle takes place on the Pelennor – the ground is largely flat with occasional scrubby bushes and clusters of rocks.

> *"Come not between the Nazgûl and his prey."*
>
> *– The Witch-king of Angmar to Éowyn,*
> *The Return of The King*

A DARK DAY FOR ROHAN?

Above all things, the Good player should aim to keep Théoden alive for as long as possible, for the King of Rohan matches the King of Angmar in combat prowess. If this is failed, the Witch-king of Angmar will prove to be a difficult foe for Merry and Éowyn, though if they can keep the Nazgûl in combat for long enough, they shall erode the Nazgûl's Will and so banish him to nothingness.



STARTING POSITIONS

The Good player first places Théoden up to 18"/42cm from the southern table corner. The Evil player then places the Witch-king up to 3"/8cm from the southern table corner and more than 10"/24cm away from Théoden. The Good player finally places Éowyn and Merry no further away than 6"/14cm from the northern table corner.

OBJECTIVES

The Evil player wins if all the Good Heroes are slain. If the Witch-king is slain or if twenty turns are played without achieving the above condition, the Good side wins.

SPECIAL RULES

The King is attacked! Éowyn and Merry are so devoted to King Théoden that they will gladly give their lives for him. As a result of this, they automatically pass any Courage tests during this scenario.

No living man may hinder me! The Witch-king holds himself immune to the blades of Men, but has given no thought to those wielded by women or Hobbits. Éowyn and Merry may re-roll any failed attempts to wound the Witch-king in this scenario.

SOMETHING DIFFERENT...

This scenario ignores the countless Orcs, Haradrim and Rohirrim who are battling around the two kings, assuming that they will cancel each other out. To play a more dramatic (and longer) game, add 250 points of Warriors to either side (we recommend Warriors of Rohan and Riders of Rohan on the Good side, and Orc Warriors on the Evil side). Each force can contain a single Hero. The victory conditions remain the same.

SCENARIO 8

THE GLORY OF DOL AMROTH

Théoden's deeds have released Minas Tirith from the bondage of siege. Now, having suffered much and resolving to repay their torment a thousandfold upon their foe, the defenders of Minas Tirith ride forth from the rescued city with fire in their eyes and steel in their hearts. Horns are sounded, the wreckage of the gate is cast clear and the swan standard of Dol Amroth is raised once more upon the Pelennor. In mere moments, all the strength that was in the city is mustered to Prince Imrahil's side and, with a great roar of vengeance, the Men of Gondor charge forth to reclaim their land in blood and fury.

In this scenario, victory for the Good player rests on crushing the enemy Heroes and so shattering the resolve of Sauron's armies. The Evil player will need to delay Imrahil and his knights while attempting to break the Good force by crushing the Gondor infantry.

> *"Like thunder they broke upon the enemy on either flank..."*
>
> *– of the Knights of Dol Amroth, The Return of The King*

PARTICIPANTS

GOOD

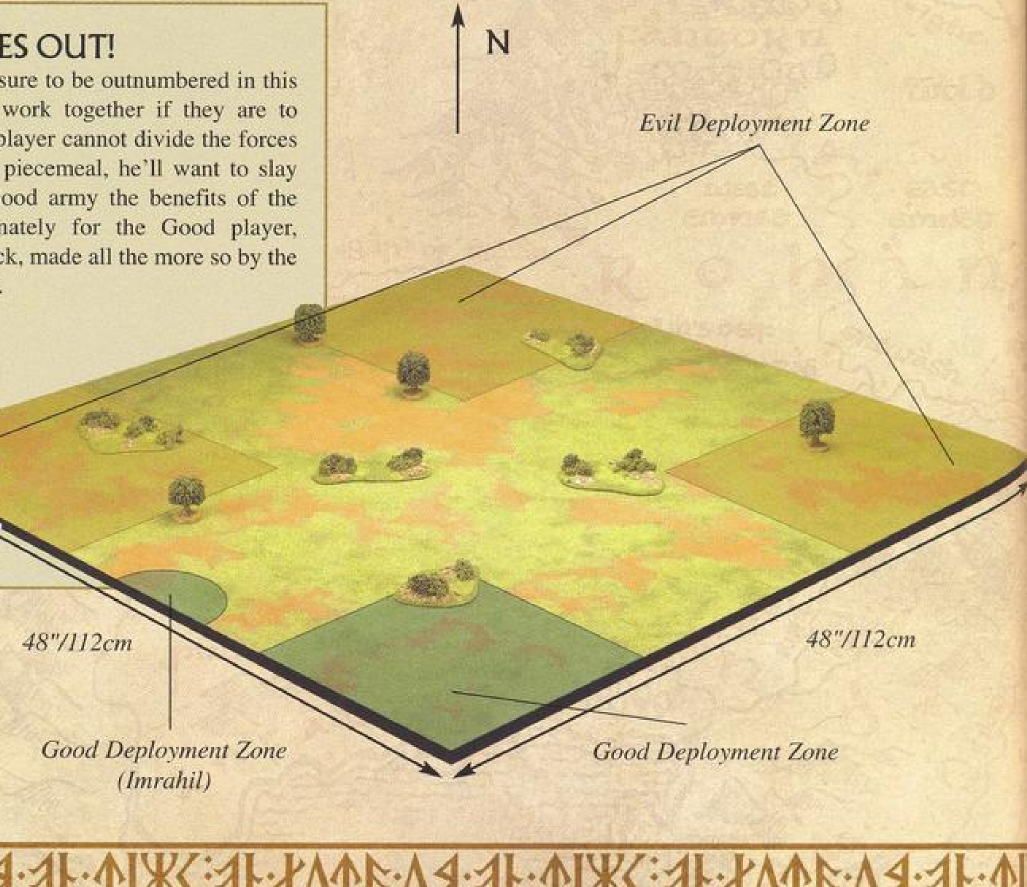
- Prince Imrahil of Dol Amroth.
- Up to 300 points of Good cavalry Heroes and Warriors (we recommend a mix of Warriors of Minas Tirith and Knights of Dol Amroth) to represent Imrahil's force.
- Up to 300 points of Good infantry Heroes and Warriors (we recommend a mix of Warriors of Minas Tirith and Fiefdom troops). Up to 33% of these additional models may be given bows. Mounted models may not be chosen.

EVIL

- 1 Orc Captain with shield.
- 1 Khandish Chieftain with bow.
- 1 Easterling Captain with Easterling Halberd.
- Up to 600 points of Evil Warriors (we recommend Easterlings, Khandish Warriors and Orc Warriors). Up to 33% of these additional models may be given bows. Additional Heroes may not be chosen.

DOL AMROTH RIDES OUT!

Imrahil and his knights are sure to be outnumbered in this scenario, so they need to work together if they are to achieve victory. If the Evil player cannot divide the forces of Good and destroy them piecemeal, he'll want to slay Imrahil and so deny the Good army the benefits of the Prince's leadership. Fortunately for the Good player, Imrahil is a tough nut to crack, made all the more so by the Living Legends special rule.



LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. This battle takes place on the Pelennor – the ground is largely flat with occasional scrubby bushes and clusters of rocks. The remains of the Orc siege works lie in the north quarter of the board.

STARTING POSITIONS

The Good player deploys Imrahil and the Knights at least 18"/42cm from any table corner and his other forces within 18"/42cm of the southern table corner. The Evil player then deploys a third of his models within 18"/42cm of each of the north, east and west table corners, with one Hero deployed with each group.

OBJECTIVES

The Good player wins if all the Evil Heroes are slain. The Evil player wins if the Good force is broken. If both objectives are met in the same turn, the game is a draw.

SPECIAL RULES

Living Legends. This is the hour in which Imrahil truly makes his name. The prince and his knights have proven indefatigable in the siege of Minas Tirith; they now ride for vengeance and the restoration of Gondor and few Evil creatures can bear to stand before them. All Good cavalry models in this scenario cause terror.

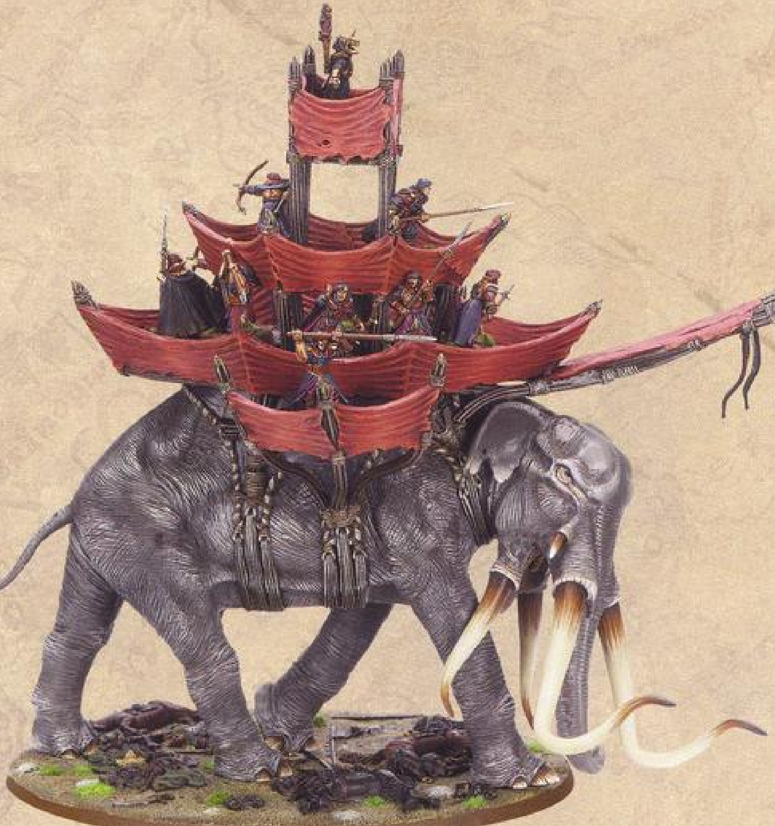
SOMETHING DIFFERENT...

What if Imrahil had led a sally against the Witch-king's siege works at the height of the siege – would he have succeeded, or would the Knights of Dol Amroth have perished in a foolish quest? To find out, add three Mordor War Catapults and the Witch-king of Angmar to the Evil force, and replace the Gondor infantry with an equal points worth of cavalry models. One war catapult is deployed alongside each of the three Evil Captains – the Witch-king deploys anywhere on the board. If playing this variant, the game is played until the Good side is eliminated. If the catapults are destroyed and the Witch-king slain before this happens, the Good player wins!

PAINTING

WAR MÛMAK OF HARAD

Fantastical beasts whose size is matched only by their ability to destroy, the Mûmakil of Harad are goaded into battle by Haradrim taskmasters, crushing foes beneath their massive bulk. Mûmakil appear in Charge of the Mûmakil (page 60) but are also suitable participants for The Horse and the Serpent (page 52) and The Return of The King (page 66).



● ◐ **Skin:** Codex Grey, Codex Grey/Bleached Bone.

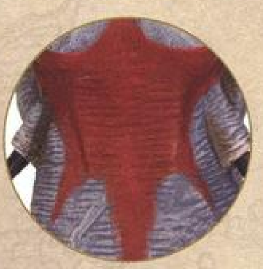
● ● ○ **Tusks:** Bestial Brown, Snakebite Leather, Bleached Bone.

● ● **Cloth:** Scab Red, Tanned Flesh.

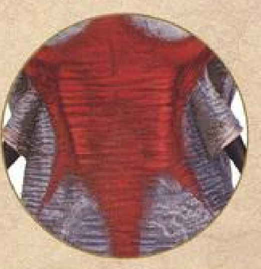
● ● **Wood:** Scorched Brown, Bestial Brown.

● ○ **Rope:** Graveyard Earth, Bleached Bone.

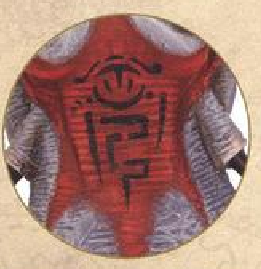
WARPAINT



Start by painting the shape of the warpaint Scab Red.



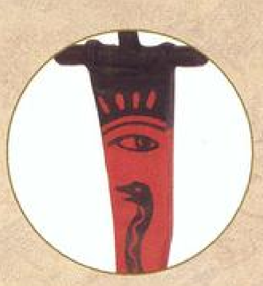
Highlight this by layering on Blood Red.



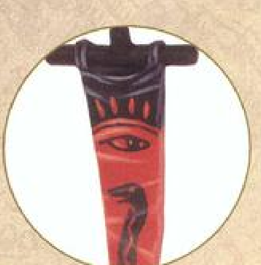
Finally, use Chaos Black to add details.

BANNERS

The banner is basecoated with Red Gore.



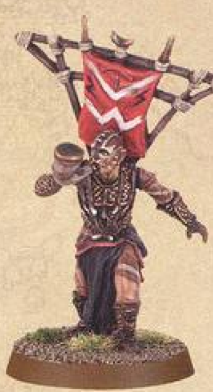
Paint the patterns on the banner using Chaos Black.



Use Dwarf Flesh to highlight the red, and Codex Grey to highlight the Black.

MAHÛD CHIEFTAIN

More skilled at directing the might of the Mûmakil than Haradrim chieftains, Mahûd handlers can guide their charges into the heart of the enemy for even greater destruction. Mahûd Chieftains are used in Charge of the Mûmakil (page 60).



●● ● **Flesh:** Tanned Flesh/Bronzed Flesh, Dwarf Flesh.

● ● **Banner:** Scab Red, Red Gore.

● ● **Cloth:** Chaos Black, Codex Grey.

● ● **Wood:** Scorched Brown, Bestial Brown.

● ● ●● **Gold:** Shining Gold, Brown Ink, Shining Gold/Mithril Silver.

EXTRA DETAILS

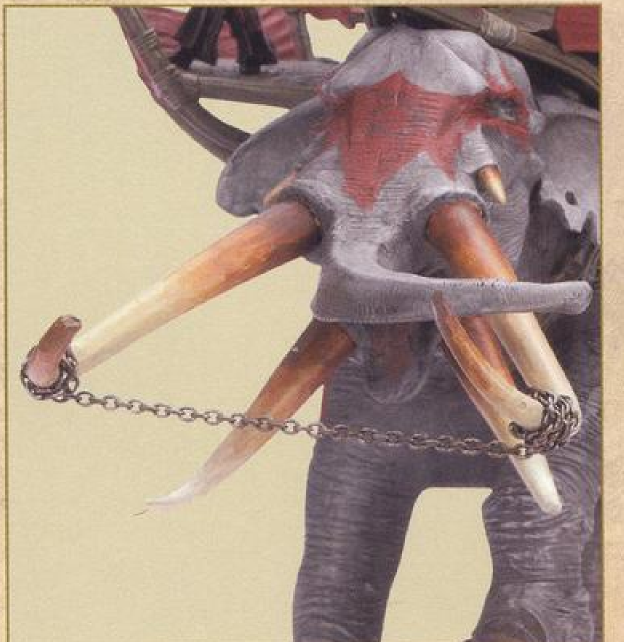
For those of you that want to go that bit further, it's possible to add even more detail to your Mumak. However, this sort of modeling is not advised for a beginner as it requires extra attention to detail on a really big kit.

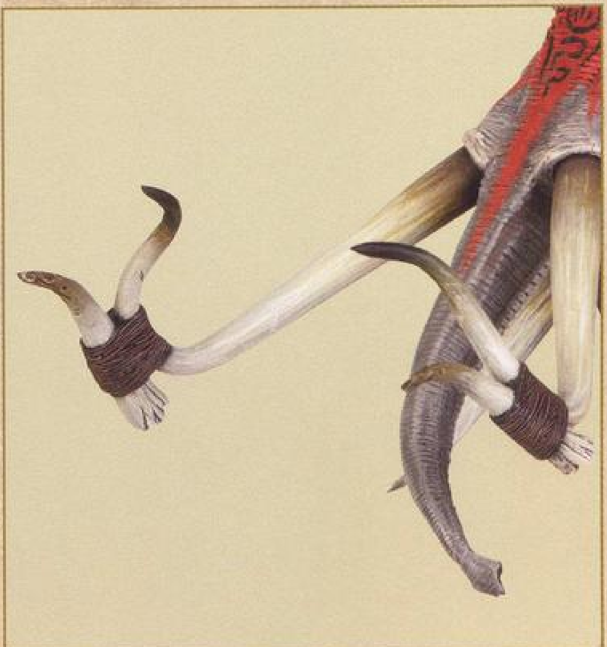
MODELLING CHAINS

Adding chains is straight forward and is done by supergluing jewellers chain to the War Mumak. This can then be painted in the same way as armour.

BROKEN TUSKS

Use a modelling saw and pair of side cutters to make broken tusks. Glue them to the intact tusks and bind with string. We'd advise this for confident hobbyists!





SCENARIO 9

CHARGE OF THE MÛMAKIL

Théoden is dead, and Éomer now leads the Rohirrim, yet the horse-lords of Rohan may have cause to look to other leadership before the day is out. Consumed by rage at the fate of his uncle and of his sister – who he also believes slain on the battlefield – Éomer seeks only vengeance upon those who have brought him to grief. Heedless of his own danger, the new king of Rohan rides wild across the battlefield, howling with fury and sadness as he drives the creatures of Sauron before him. It is in this way that Éomer finds himself assailed by a host of Haradrim. Though Éomer cuts his way through them with ease, his rage blinds him to the wider battle. In that moment Éomer's doom seems certain, for his pursuit leads him into the path of several mighty Mûmakil come fresh to join the battle for Minas Tirith.

Mûmakil are vulnerable to archery, so the Riders of Rohan must attempt to stand off from their charge and use arrows and throwing spears to send the beasts mad. Mûmakil are most dangerous when able to use their Trample attack. If the Evil player can force the Good side to bunch together, victory will swiftly follow.

PARTICIPANTS

GOOD

- Éomer, Marshal of the Riddermark on horseback.
- Up to 500 points of Good cavalry Heroes and Warriors (we recommend Riders of Rohan).

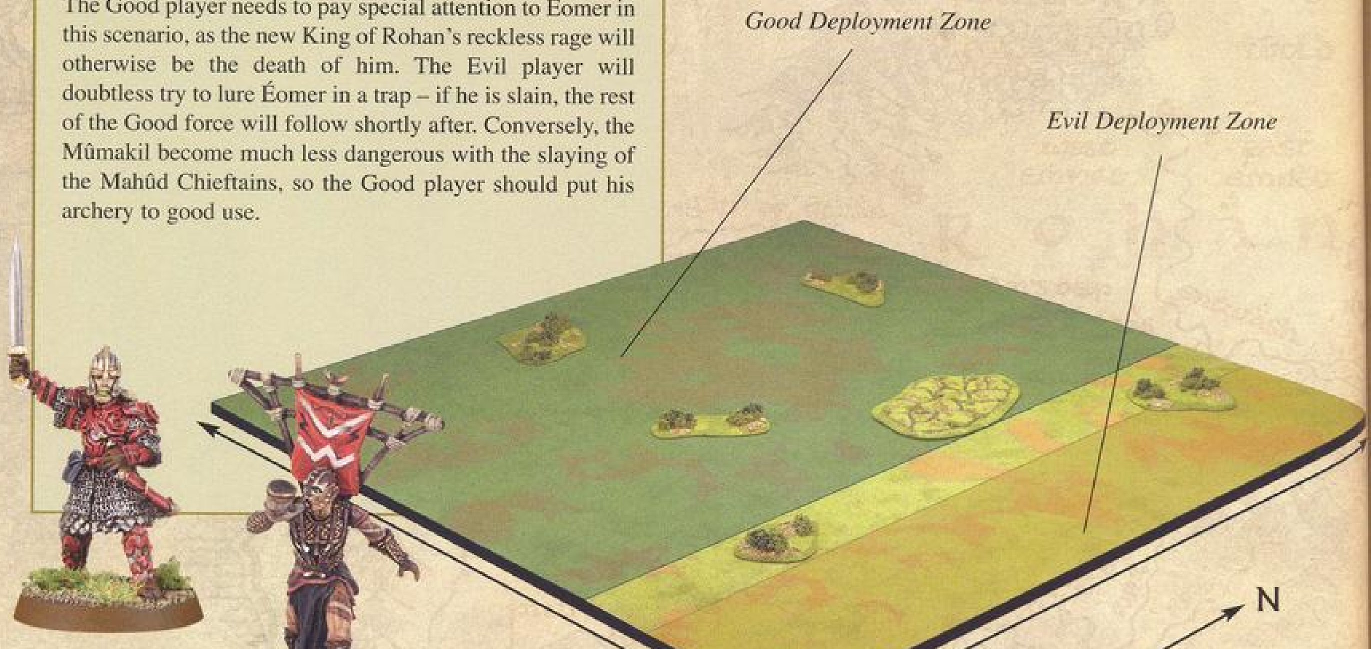
EVIL

- 2 Mûmakil with Mahûd chieftains.
- Up to 300 points of Evil Heroes and Warriors (we recommend Haradrim Warriors). Up to 50% of these additional models may be given bows. Additional Heroes may not be chosen. Mounted models may not be chosen.

> *"Death! Ride, ride to ruin*
> *and the world's ending!"*
> *– Éomer to his riders,*
> *The Return of The King*

DEFEND THE KING!

The Good player needs to pay special attention to Éomer in this scenario, as the new King of Rohan's reckless rage will otherwise be the death of him. The Evil player will doubtless try to lure Éomer in a trap – if he is slain, the rest of the Good force will follow shortly after. Conversely, the Mûmakil become much less dangerous with the slaying of the Mahûd Chieftains, so the Good player should put his archery to good use.



LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. This battle takes place on the Pelennor – the ground is largely flat with occasional scrubby bushes and clusters of rocks.

STARTING POSITIONS

The Good player deploys his force within 36"/84cm of the western table corner. The Evil player then deploys any models not starting the game on a Mumak at least 12"/28cm from the eastern table corner. The Mûmakil are held in reserve and will be available later in the game.

OBJECTIVES

The Good player wins if all the Mûmakil are slain. The Evil player wins if the Good force is completely wiped out. If both objectives are met in the same turn, the game is a draw.

SPECIAL RULES

Éomer's Rage. Consumed by the fury of battle, and heartsick at the fate of his kin, Éomer is consumed with a terrible rage that drives him to great deeds and perhaps a noble death. Éomer must charge an enemy model if possible. If he cannot charge an enemy, he must move towards the closest foe as quickly as possible.

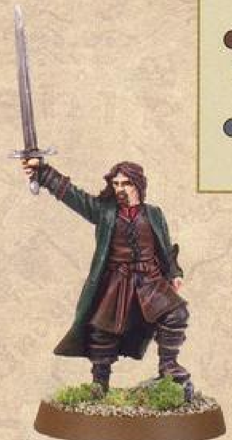
The Mûmakil. The two Mûmakil enter the board at the end of the Evil player's third Move phase. They may not charge on the turn they arrive, but may otherwise act normally (and Trample!).

SOMETHING DIFFERENT...

In the film, there are dozens of Mûmakil – not merely two. If you want to play this game at a larger scale, add as many Mûmakil as you wish – they should have a full complement of archers, but these additional beasts may not have a Mahûd chieftain. To balance the sides, the Good force may have an additional 150 points of cavalry models for each extra Mumak. The additional Good models are deployed at the start of the game. The extra Mûmakil move onto the board as described above – they arrive at a rate of one per turn from the fourth turn onwards.

ARAGORN/STRIDER

Having walked the Paths of the Dead, Aragorn comes late to the Pelennor but has gained allies along the way. His arrival turns the retreat of the Morgul host into a rout. Aragorn/Strider appears in The Return of The King (page 66). If you want to play a 'what if' game to see what had happened if Aragorn had ridden with the Rohirrim, he could take part in almost any scenario.



● ● **Hair:** Scorched Brown, Bestial Brown.

● ● **Tunic:** Scorched Brown, Brown Ink,
◐ Scorched Brown/Bleached Bone.

● ● **Sword:** Boltgun Metal, Black Ink,
○ Chainmail.

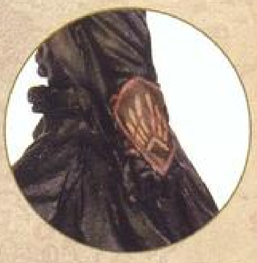
● ◐ **Boots:** Scorched Brown,
Scorched Brown/Bleached Bone.

● ● **Skin:** Dark Flesh, Dwarf Flesh, Chestnut Ink,
● ● Dwarf Flesh.

VAMBRACES

Start by painting the vambraces Scorched Brown.

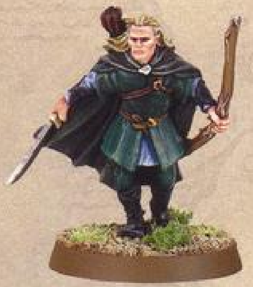
Highlight these using a mix of Scorched Brown and Bleached Bone.



To finish, use Graveyard Earth to apply the fine patterning.

LEGOLAS

The graceful archer-prince of Mirkwood follows his friend Aragorn to the battle of Pelennor Fields, fighting at Aragorn's side as he has since they set out from Rivendell. Legolas appears in The Return of the King (page 66) and is also a worthy combatant in The Black Gate Opens (page 78).



● ● **Tunic:** Dark Angels Green,
● Snot Green, Goblin Green.

● ◐ **Leather:** Scorched Brown,
Scorched Brown/Bleached Bone.

● ○ **Leggings:** Shadow Grey,
Fortress Grey.

● ● **Skin:** Tanned Flesh, Dwarf Flesh,
◐ Dwarf Flesh/Elf Flesh.

● ● **Quiver:** Dark Flesh, Bestial Brown.

● ● **Bow:** Scorched Brown, Dark Flesh,
● Bestial Brown.

HAIR

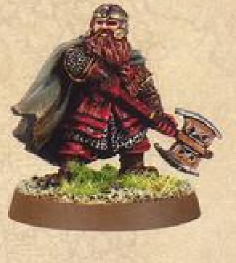
Legolas' hair is basecoated with a mix of Bubonic Brown and Desert Yellow.

Apply watered down Flesh Wash to shade the hair.

Finish off by highlighting the hair with Bleached Bone.

GIMLI

Not to be outdone by an Elf, Gimli takes to the Paths of the Dead and thence to the Pelennor, his deadly axe-work cleaving many an Orc neck along the way. Gimli features in The Return of The King (page 66) and can be used in The Black Gate Opens (page 78).



● ● **Chainmail & axe blade:** Boltgun Metal,
● Black Ink, Chainmail.

● ● **Axe haft:** Dark Flesh, Bestial Brown,

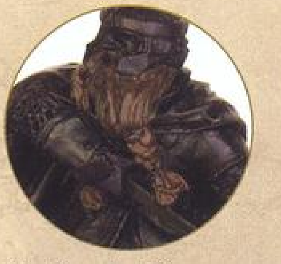
● ● **Leather:** Scorched Brown,
○ Bestial Brown, Bleached Bone.

● ● **Tunic:** Scorched Brown/Scab Red,
Red Gore.

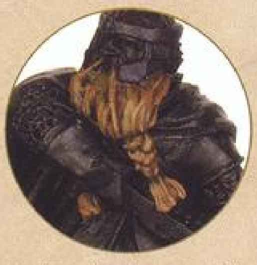
● ● **Skin:** Tanned Flesh, Dwarf Flesh,
● ● Chestnut Ink, Elf Flesh.

● ● **Gold Trim:** Brazen Brass, Shining Gold.

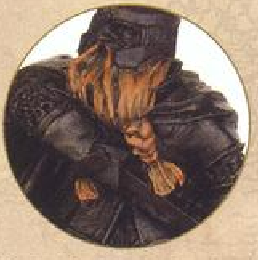
BEARD



Use Scorched Brown to basecoat Gimli's beard.



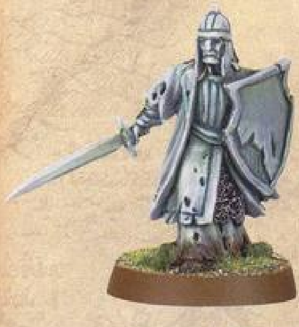
Highlight the raised areas of the beard with Bestial Brown.

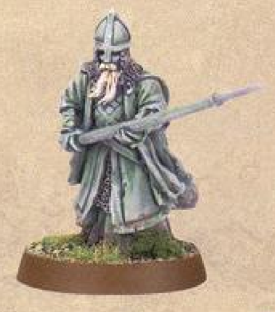


Finally, apply Vermin Brown to the most raised areas of the beard.

THE ARMY OF THE DEAD

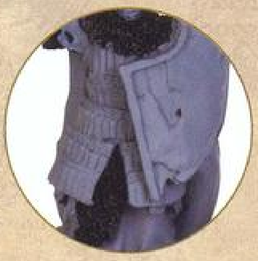
In the film, Aragorn is accompanied to the Pelennor by the spectral Army of the Dead, whose ghostly blades make short work of Sauron's minions. If playing according to the film, the Army of the Dead should be used in The Return of The King (page 66).



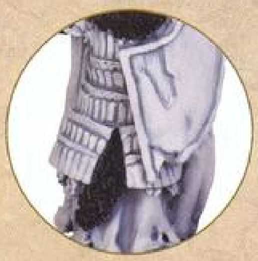


● ● **Metal:** Boltgun Metal, Black Ink, Chainmail.
●

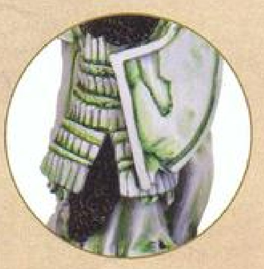
GHOSTS



Paint the model with a mix of Codex Grey and Shadow Grey.



Next, highlight the raised areas with Fortress Grey.

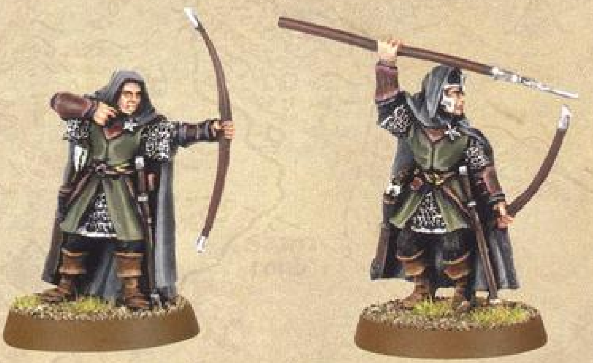


A wash of Dark Green Ink is used to add a ghostly look.

PAINTING

RANGERS OF THE NORTH

Aragorn's kinsfolk from forgotten Arnor, the Rangers of the North journey to fight by his side in the final battles against Sauron. They are suitable Heroes to field in The Return of The King (page 66) and The Black Gate Opens (page 78).



● ◐ **Cloth:** Catachan Green, Catachan Green/Bleached Bone.

● ◐ ● ● **Leather:** Scorched Brown, Scorched Brown/Bleached Bone, or Scorched Brown, Dark Flesh.

● ● **Bows:** Scorched Brown, Dark Flesh.

● ● **Skin:** Tanned Flesh, Dwarf Flesh.

● ● ● **Chainmail:** Boltgun Metal, Black Ink, Chainmail.

CLOAK

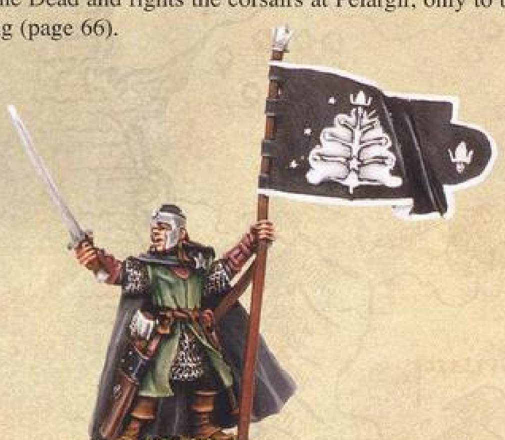
Paint the cloak with a mix of Shadow Grey and Chaos Black.

Highlight the raised areas with Shadow Grey and Codex Grey.

To finish apply a highlight of equal parts Shadow Grey and Fortress Grey.

HALBARAD DUNÁDAN

Dour-handed friend and ally to Aragorn, it is Halbarad who leads the Rangers of the North to his aid. Halbarad travels the Paths of the Dead and fights the corsairs at Pelargir, only to be slain on the Pelennor. Halbarad can be included in The Return of The King (page 66).



BANNER

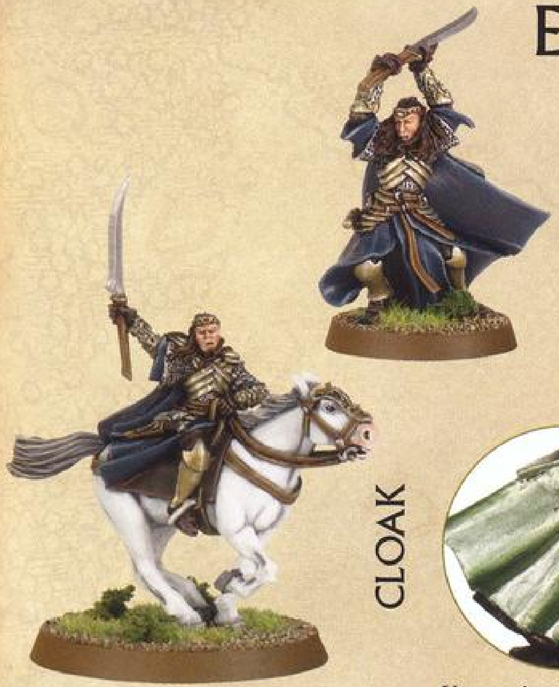
The icon is basecoated with Astronomican Grey.

Apply Skull White until you get a consistent finish.

ELLADAN AND ELROHIR

The twin sons of Elrond have long been allies to the Rangers of the North and so ride with them to Aragorn's side. Elladan and Elrohir are suitable Heroes to field in The Return of The King (page 66) and The Black Gate Opens (page 78).

ELLADAN



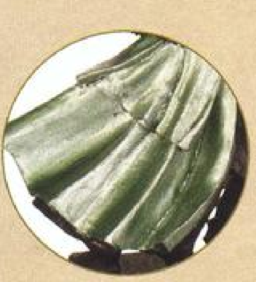
● ● **Flesh:** Tanned Flesh,
● Dwarf Flesh, Elf Flesh.

● ● **Chainmail:** Boltgun
● Metal, Black Ink,
Chainmail.

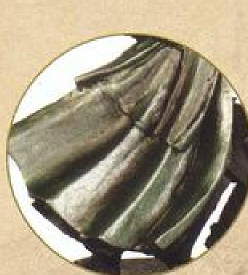
● ● **Hair:** Scorched Brown,
Bestial Brown.

● ● **Leather:** Bestial Brown,
Snakebite Leather.

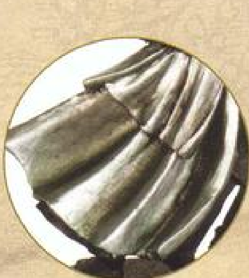
CLOAK



Use a mix of Boltgun Metal and Dark Angels Green to start the Elven cloak.

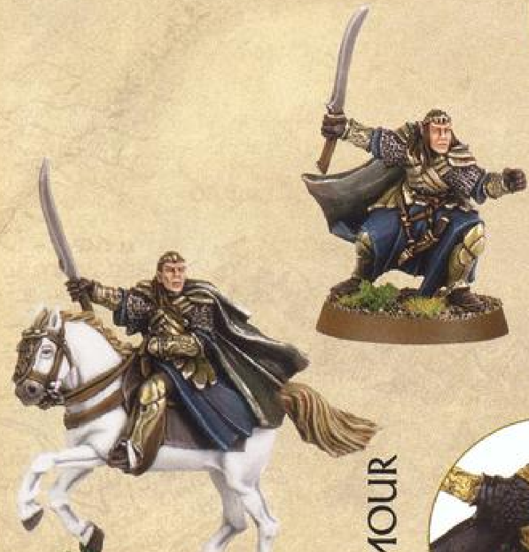


Next, apply a wash of thinned down Chaos Black.



Once this is dry use Chainmail to highlight the folds of the cloak.

ELROHIR



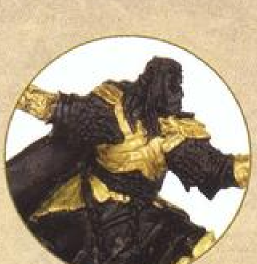
● ● **Flesh:** Tanned Flesh,
● Dwarf Flesh, Elf Flesh.

● ● **Chainmail:** Boltgun
● Metal, Black Ink,
Chainmail.

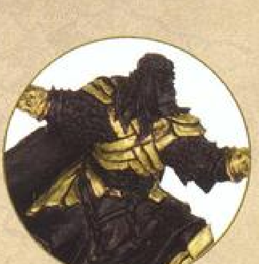
● ● **Hair:** Scorched Brown,
Bestial Brown.

● ● **Leather:** Bestial Brown,
Snakebite Leather.

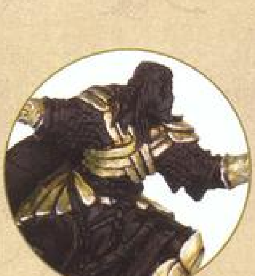
ARMOUR



Burnished Gold is used as a basecoat for the armour.



Apply a thinned down wash of Black Ink and Dark Green Ink.



Apply a highlight of Shining Gold and Mithril Silver to the edges.

SCENARIO 10

THE RETURN OF THE KING

He has trodden a path heavy with terror and danger. Now, at the Harlond quayside, Aragorn, son of Arathorn, scion of Gondor, has come home to his birthright. Aragorn and his companions have already achieved much for Gondor's safety, having captured the Corsair fleet that assailed the southern city of Pelargir. With spectral allies from the cursed Dwimmorberg, Aragorn drove the pirates from their vessels and re-crewed them with men of the southern fiefs. It is these men who now stand at his side, alongside Dunedain from the north and the stalwart Legolas and Gimli. Now, at the head of an army, unlooked for, the king returns to Gondor bringing hope to those that have it not.

It remains for Aragorn to strike the final blow on the Pelennor. Attacking Sauron's army in the rear at the Harlond ford, Aragorn has the chance to turn a retreat into a rout – but only if he can cut his way through the enemy host and link up with Éomer's men. If Gothmog and any other enemy Heroes can be slain, the Evil force will start to disperse, leaving Aragorn's path clear and victory in his grasp.

PARTICIPANTS

GOOD

- Aragorn / Strider with Andúril.
- Legolas.
- Gimli, son of Glóin.
- Angbor the Fearless.
- Up to 500 points of Good Warriors and Heroes (we recommend a mix of Fiefdoms troops and Rangers of the North).

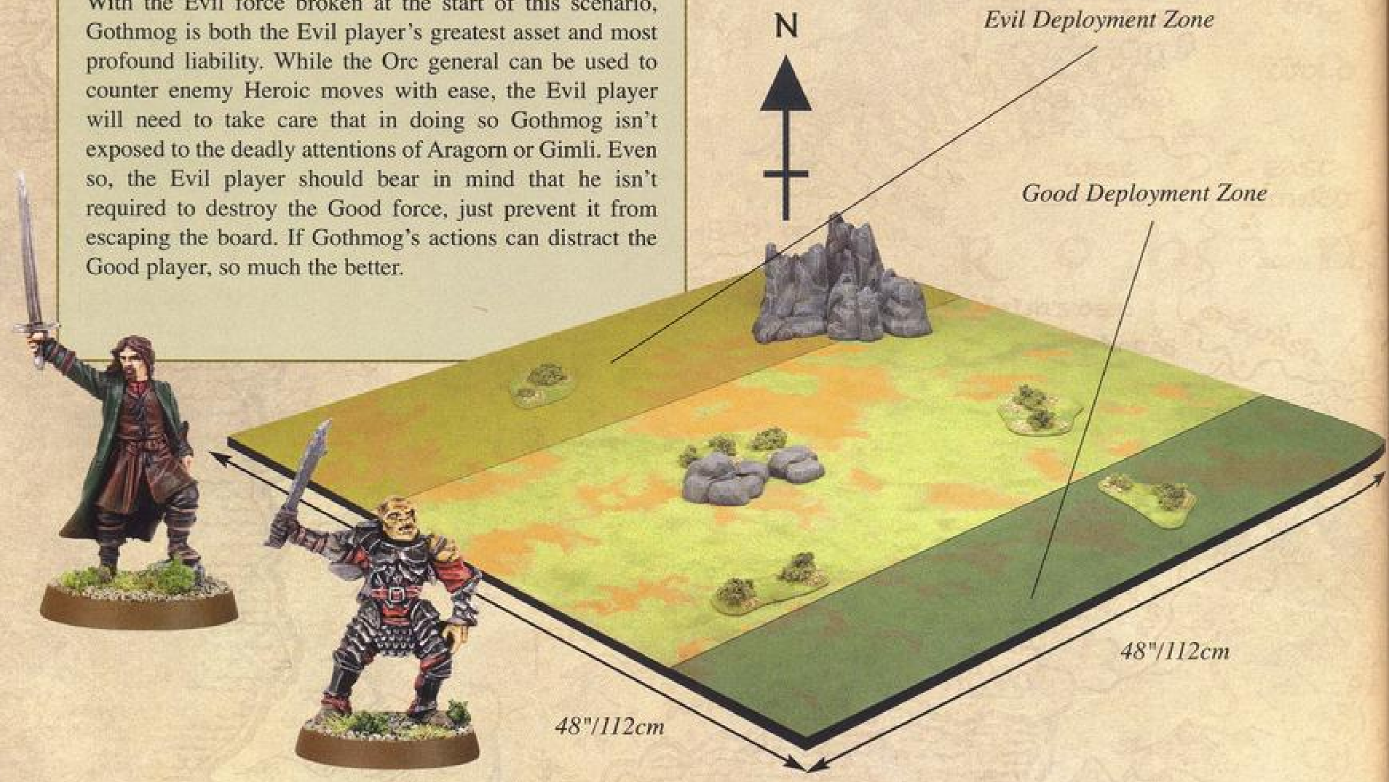
EVIL

- Gothmog.
- Up to 700 points of Evil models (we recommend Morannon Orcs and Mordor Trolls). Up to 50% of these additional models may be given bows. Up to three of these additional models may be a Hero.

> *"Thus we meet again, though all the hosts of Mordor lay between us."*
>
> *– Aragorn to Éomer,*
> *The Return of The King*

TIMELY INTERVENTION?

With the Evil force broken at the start of this scenario, Gothmog is both the Evil player's greatest asset and most profound liability. While the Orc general can be used to counter enemy Heroic moves with ease, the Evil player will need to take care that in doing so Gothmog isn't exposed to the deadly attentions of Aragorn or Gimli. Even so, the Evil player should bear in mind that he isn't required to destroy the Good force, just prevent it from escaping the board. If Gothmog's actions can distract the Good player, so much the better.



LAYOUT

The scenario is played on a board 48"/112cm by 48"/112cm. This battle takes place on the Pelennor – the ground is largely flat with occasional scrubby bushes and clusters of rocks.

STARTING POSITIONS

The Good player deploys his force within 12"/28cm of the southeastern board edge. The Evil player then deploys his entire force within 12"/28cm of the northwestern board edge.

OBJECTIVES

The Good player wins if Aragorn and at least ten other models are in the Evil player's deployment zone at the start of any turn before the end of turn 10. The Evil player wins if the Good player fails to meet his objectives.

SPECIAL RULES

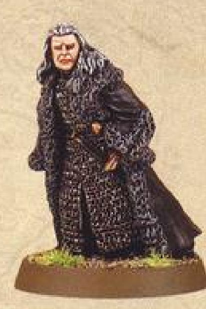
The Turning of the Tide. The battle is starting to go ill for Mordor and, on finding themselves assailed by a new threat, the Orcs at the Harlond are only kept in line by the presence of Gothmog and his lieutenants. The Evil force in this scenario starts the game broken.

SOMETHING DIFFERENT...

In the film, Aragorn brings the Army of the Dead to the Pelennor where it is they, not troops from the Fiefdoms, who attack from the Harlond. To play this version, the Good player fields Aragorn, Legolas, Gimli, the King of the Dead and 300 points of models chosen from Warriors of the Dead and Riders of the Dead. While the King of the Dead lives, roll a D6 each time a Warrior or Rider of the Dead suffers a wound. On the roll of a 4+ the wound is prevented, exactly as if a point of Fate had been expended.

DENETHOR

Ruler of Gondor and commander of her armies, Denethor's mind has snapped through grief and despair, leading to Gandalf assuming command of Minas Tirith's defenders. Denethor appears in The Pyre of Denethor (page 72) but could also make an appearance in The Walls of Minas Tirith (page 48).

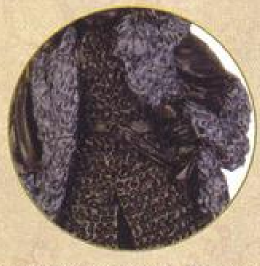


● ● **Hair:** Chaos Black, Codex Grey.

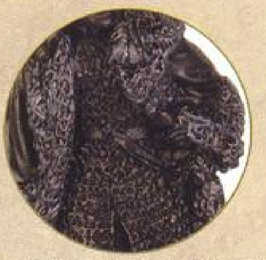
● ● **Flesh:** Tanned Flesh, Dwarf Flesh.

● ● ● **Chainmail:** Boltgun Metal, Black Ink, Chainmail.

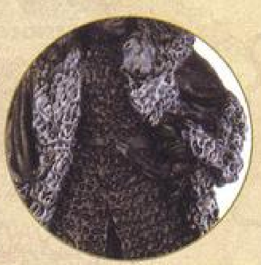
FUR



Start by basecoating the lining with Codex Grey and Chaos Black.



Next, use thinned down Black Ink to shade the model.

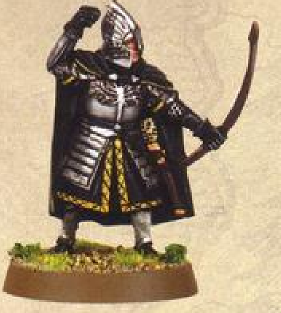


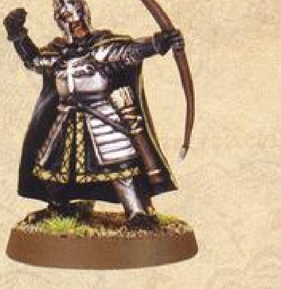
To finish, apply Fortress Grey to the raised areas of the fur.

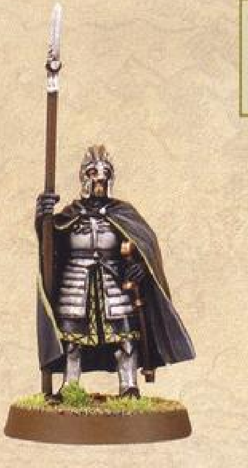
CITADEL GUARD

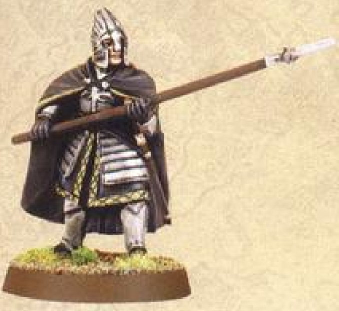
The Citadel Guard are the wardens of the Tower of Ecthelion and are utterly loyal to the Steward of Gondor. Several Citadel Guard fight for Denethor in The Pyre of Denethor (page 72) and can also be included in the Good force in The Walls of Minas Tirith (page 48), The White Rider and the Black (page 50) and The Glory of Dol Amroth (page 56).

● ○ **Trim:** Bubonic Brown, Bleached Bone.



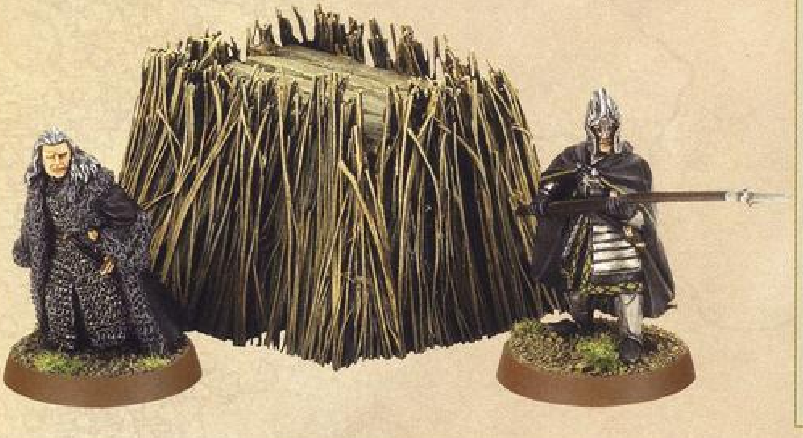






BUILDING A PYRE

It is in a vault in Rath Dinen, Minas Tirith's sepulchral 'silent street', that Denethor intends to burn himself and Faramir alive atop an oil-soaked pyre. You will need these terrain pieces for The Pyre of Denethor (page 72).



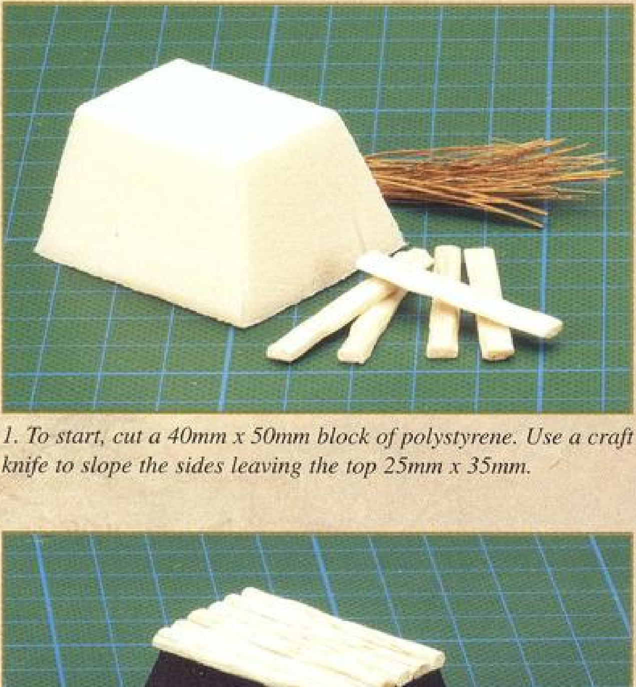
MATERIALS

5 x 5mm balsa strips 35mm long.
25mm thick polystyrene cut into a 40mm x 50mm oblong.
Brush bristles.

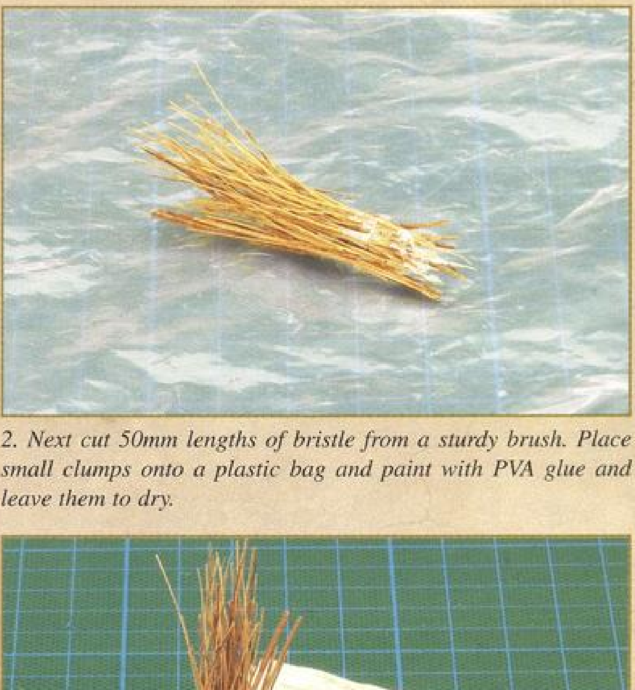
PAINT

- ● Chaos Black (undercoat)

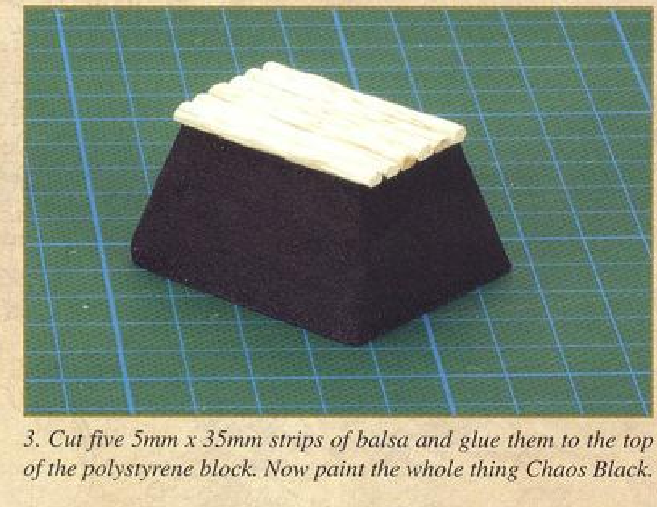
- ● Bestial Brown,
- ● Vomit Brown,
- ○ Bleached Bone.



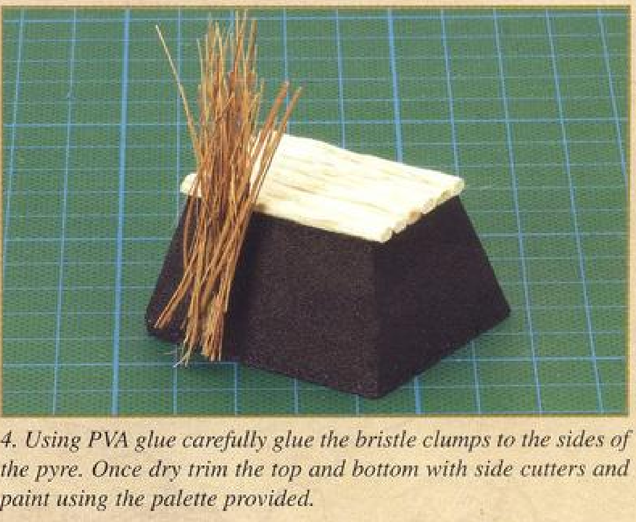
1. To start, cut a 40mm x 50mm block of polystyrene. Use a craft knife to slope the sides leaving the top 25mm x 35mm.



2. Next cut 50mm lengths of bristle from a sturdy brush. Place small clumps onto a plastic bag and paint with PVA glue and leave them to dry.



3. Cut five 5mm x 35mm strips of balsa and glue them to the top of the polystyrene block. Now paint the whole thing Chaos Black.



4. Using PVA glue carefully glue the bristle clumps to the sides of the pyre. Once dry trim the top and bottom with side cutters and paint using the palette provided.

SCENARIO 11

THE PYRE OF DENETHOR

In the darkest hour, hope has been suddenly reborn. Sauron's armies now find themselves embattled upon three fronts. The forces of Rohan drive like a spear into the heart of the dark army. To the south, surprise turns to panic as Aragorn leads a host from the ships of the corsairs, even as Imrahil leads a fresh sortie from the gate. Everywhere the servants of the enemy are in retreat, but madness still lays a claim upon the White City. Denethor's mind has broken, and he has resolved to burn both himself and the gravely wounded Faramir on a funeral pyre. As almost all of his servants follow his insane wishes, only two, Pippin and Beregond, question the Steward's wisdom and sanity. Neither will let Faramir be slain by his father, and while Pippin hurries in search of Gandalf, Beregond takes a more direct approach – blood will soon be spilt on the steps of Rath Dínen.

To win this scenario, the Good player must use Beregond to stop the Citadel Guard lighting Denethor's pyre. Only by delaying his comrades can Beregond buy enough time for Gandalf to arrive and save the day!

PARTICIPANTS

GOOD

- Gandalf the White on Shadowfax.
- Peregrin, Guard of the Citadel.
- Beregond of Gondor.

EVIL

- Denethor, Steward of Gondor.
- 3 Citadel Guard.

(Denethor and his guards aren't really evil, of course, just misguided, but it's easier to assume they are for the purposes of this scenario.)

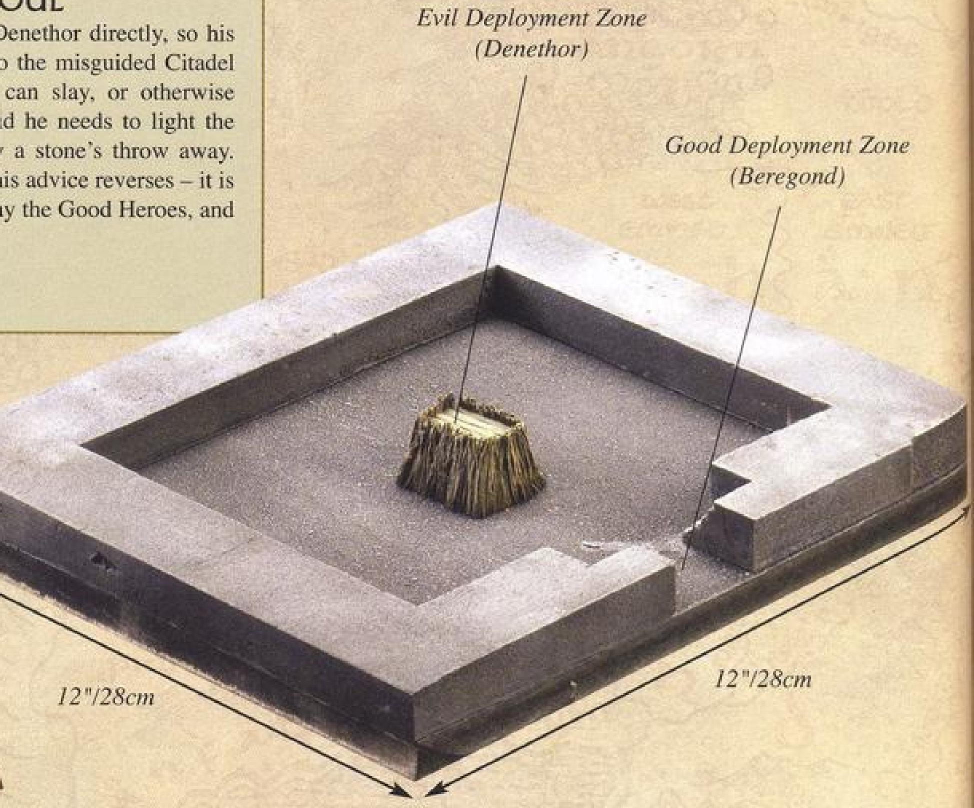
LAYOUT

The scenario is played on a board roughly 12"/28cm by 12"/28cm. The chamber has one door (which cannot be closed). Faramir's pyre is in the centre of the chamber.

> *"To my pyre! No tomb for Denethor and Faramir. No tomb! No long slow sleep of death embalmed."*
>
> *– Denethor to his messengers,*
> *The Return of The King*

TO SAVE FARAMIR'S SOUL

Beregond cannot hope to defeat Denethor directly, so his best bet is to turn his attentions to the misguided Citadel Guardsmen. If the Good player can slay, or otherwise prevent Denethor receiving the aid he needs to light the pyre, then victory should be only a stone's throw away. Once Pippin and Gandalf arrive, this advice reverses – it is then the Evil player who must delay the Good Heroes, and so light the pyre!



STARTING POSITIONS

Denethor is placed in base contact with Faramir's pyre, while Beregond is placed in base contact with the door. All other models are kept in reserve and will be available later.

OBJECTIVES

To win, the Good player must completely wipe out the Evil force before Faramir is burned (see below). Any other result is an Evil victory.

SPECIAL RULES

A Broken Man. Denethor is now well and truly insane, and accordingly is controlled solely by the Evil player – the Broken Mind special rule does not apply. At the start of the game, Denethor is not aware that anything is amiss and will not leave his son's side. At the start of the fifth turn, he realises that his will is being delayed and may be controlled by the Evil player as normal.

Dramatic Arrivals. One Citadel Guard enters the board (through the doorway) at the end of every Evil Move phase. Gandalf and Pippin enter the board (through the doorway) at the end of the Good player's fifth Move phase. Newly arrived models may not charge, but may otherwise act normally.

The Pyre. Denethor is awaiting his servants for the final preparation of the pyre and will not light it until they arrive. In the Move phase, Denethor can light the pyre automatically if he is stood atop it and there is at least one unengaged Citadel Guard in base contact with it. If there are no Citadel Guards, Denethor can only light the pyre on the D6 roll of a 6. If the pyre is lit, the game ends at the end of the following turn as Faramir is burnt.

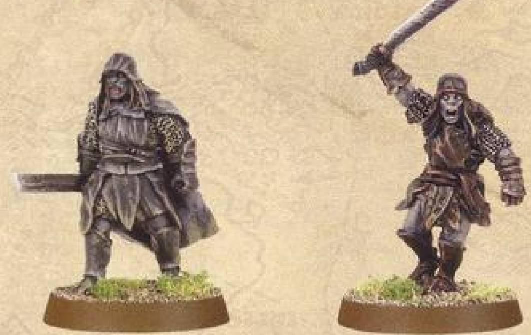
Brink of Exhaustion. Gandalf has been fighting for many hours, and on top of that has had to confront the Witch-king of Angmar, so his reserves of power are at a low ebb. He starts this scenario with 0 Might, 1 Will and 0 Fate. Additionally his Staff of Power is broken and so he does not gain a free Will point each turn.

SOMETHING DIFFERENT...

This scenario can also be used to represent a Barrow-wight sacrifice or another dark ritual to Sauron or Morgoth. Replace Denethor with a Barrow-wight or Ringwraith, and his Citadel Guard with Orcs. The rescuers can be any Good Heroes you'd like to include, but remember that the two forces should have a similar points value if you want a balanced game.

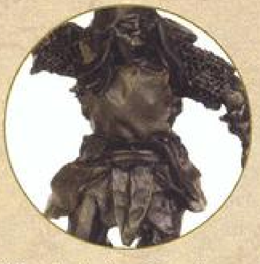
MORDOR URUK-HAI

A mix of fugitives from Saruman's defeated armies and Sauron's brutal enforcers, the Mordor Uruk-hai garrison the watchtowers of Mordor. We recommend that they are used in The Tower of Cirith Ungol (page 76), but they could also take part in any scenario in which you field Orc Warriors.

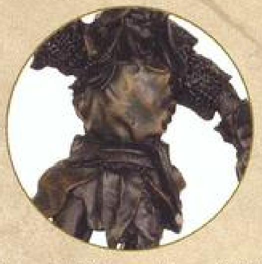


● ● **Armour:** Boltgun Metal. Black Ink, Chainmail.
●
● ◐ **Flesh:** Chaos Black, Codex Grey/Bleached Bone.

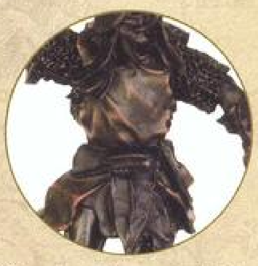
CLOTH



The cloth is painted equal parts Scorched Brown and Chaos Black to start.



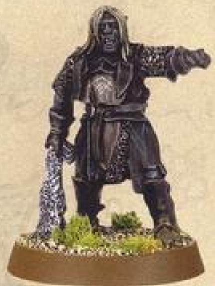
Scorched Brown is applied as the first highlight.



A mix of Scorched Brown and Bleached Bone is used as a final highlight.

SHAGRAT

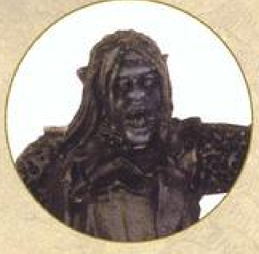
Utterly loyal to the Lord of Barad-dur, Shagrat savagely puts down an Orc rebellion in the Cirith Ungol watchtower. Shagrat appears in The Tower of Cirith Ungol (page 76).



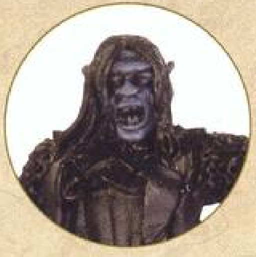
● ● **Armour:** Boltgun Metal. Black Ink, Chainmail.
●
● ◐ **Cloth:** Chaos Black, Chaos/Bleached Bone.

● ● **Mithril Coat:** Chainmail, Mithril Silver.

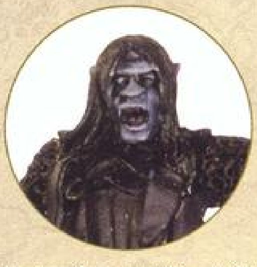
SKIN



A mix of Codex Grey and Chaos Black is used as a basecoat.



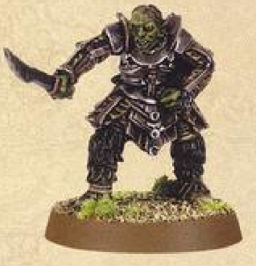
Next, use Codex Grey to highlight the skin.



A mix of Codex Grey and Dwarf Flesh is applied as a final highlight.

GORBAG

Commander of a contingent of Mordor Orcs, Gorbag comes to blows with Shagrat over possession of Frodo's Mithril coat, starting a mutiny in Cirith Ungol. Gorbag is used in The Tower of Cirith Ungol (page 76).

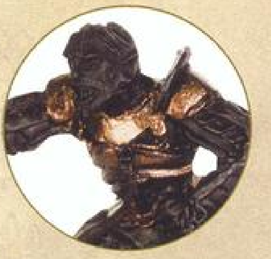


● ● **Flesh:** Catachan Green, Camo Green.

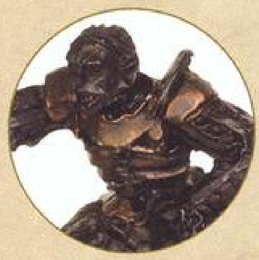
● ● ● **Chainmail:** Boltgun Metal, Black Ink, Chainmail.

● ● **Leather:** Chaos Black, Codex Grey.

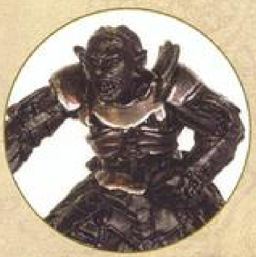
ARMOUR



Start by painting Gorbags armour Tin Bitz.



Apply a thinned down mix of Scorched Brown and Chaos Black to shade the armour.



To finish, edge the armour with Chainmail.

THE TOWER OF CIRITH UNGOL

As Minas Tirith is brought under siege by Sauron's forces, so too does the plight of Sam Gamgee and Frodo Baggins become all the more desperate. Poisoned by Shelob, Frodo has been captured by the Orcs and Uruk-hai of Cirith Ungol. Barely alive, the Ringbearer is stripped of his possessions, and faces cruel torment at the hands of the Orcs before being handed over to the darker horror of Barad-dûr. Fortunately, thinking Frodo dead, Sam retrieved The Ring from his master's motionless body before the Orcs could claim it. For the moment, The Ring is safe from Sauron. Overhearing a conversation between two Orcs, Sam realises that Frodo still lives and sets out for Cirith Ungol to rescue him. As he reaches the gate, Sam discovers that a fight has broken out amongst the garrison of the tower – the Orcs and Uruk-hai are quarrelling violently over the fate of their prisoner and his precious Mithril coat. Under cover of the confusion, Sam creeps into the tower, searching for Frodo…

The Hobbits pose little threat to the Evil player's troops, but as the victory conditions hinge around the Halflings, the Evil player cannot afford to ignore them. By focussing on the weak and eminently slayable Frodo first of all, the Evil player can force a draw and then look to kill Sam and claim victory. Note that Sam and Frodo are not really aligned with the Uruk-hai, but their goals are sufficiently similar to allow the abstraction.

GRUDGE MATCH

As the Evil player can win this scenario in two different ways, his opponent will need to keep an eye open for any crafty change of tactics part way through the game. In any direct confrontation, Shagrat will easily vanquish his Orcish rival, so the Evil player would be well advised to keep Gorbag at a safe distance wherever possible. Similarly, Frodo and Sam are too weary to defend themselves against Gorbag, so the Good player's Uruk-hai will play a key role in the Hobbits' escape.

PARTICIPANTS

GOOD

- Frodo Baggins.
- Samwise the Brave with Elven cloak.
- Shagrat, Captain of Cirith Ungol.
- Up to 100 points of Evil Warriors (yes, really! – we recommend Mordor Uruk-hai). Up to 33% of these additional models may be given bows. Mounted models may not be chosen. They are referred to as good models for the purposes of this scenario.

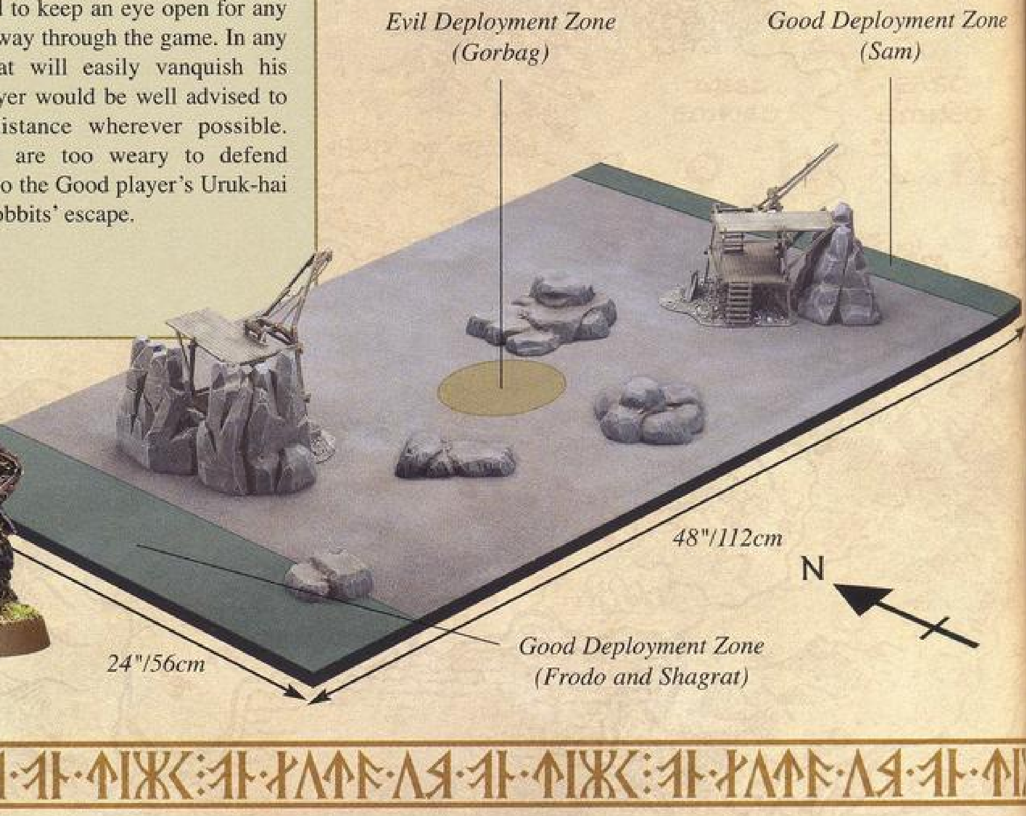
EVIL

- Gorbag, Orc Captain.
- Up to 150 points of Evil Warriors (we recommend Orc Warriors). Up to 33% of these additional models may be given bows. Mounted models may not be chosen.

LAYOUT

This battle takes place in the courtyard of Cirith Ungol. The board is 24"/56cm x 48"/112cm and is strewn with rubble and scaffolding (see map).

> *"I'm coming. Just you show me the way up, or I'll skin you!"*
>
> *– Sam to Snaga,*
> *The Return of The King*



STARTING POSITIONS

The Good player deploys Frodo, Shagrat and half of his Evil models within 12"/28cm of the western board edge. He then deploys Sam and his remaining Evil models within 3"/8cm of the eastern board edge. Finally, the Evil player deploys his force within 6"/14cm of the centre of the board.

OBJECTIVES

If an Evil model takes Frodo's Mithril coat and leaves the table by moving off the eastern board edge, or if both Hobbits are slain, the Evil side wins immediately. If both Sam and Frodo leave the table by moving off the eastern board edge, the Good side wins immediately. In any other event the game is a draw. Sam may not leave the table until Frodo has done so.

SPECIAL RULES

Not here, not so close to the Eye! Sam would not dare to put on The Ring so close to the ever-watchful Enemy, so in this scenario he cannot use it.

The Mithril Coat. Shagrat is carrying the coat at the start of the game. To take the coat from a model, it must be killed in close combat. If this happens, any of the models that fought in that turn may carry the coat (note that the coat cannot be worn by anyone in this scenario). If the model carrying the coat is killed by missile fire, place a marker to indicate where the Mithril coat is. Models can pick it up by moving into contact with the marker.

Samwise the Brave! Sam will always pass Courage tests in this scenario. In addition to Sting, Sam carries the glass phial Galadriel gifted to Frodo – he causes Terror.

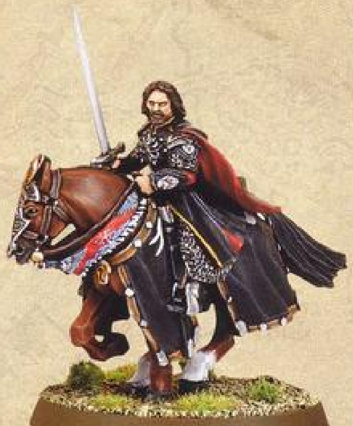
Weary beyond Words. Frodo is unarmed in this scenario and has no Might, Will or Fate remaining, but has sufficient determination left that he will always pass Courage tests.

SOMETHING DIFFERENT...

The Men of Gondor originally built Cirith Ungol, and there must have been many battles before the Orcs claimed it. To play a different game, replace Shagrat, Frodo and Sam with two Captains of Minas Tirith, and the Uruk-hai with Warriors of Minas Tirith. The Mithril coat now represents a message requesting reinforcements or critical battle plans that cannot be allowed to fall into Orcish hands. The Good player will win if he can get the message through the gate!

ARAGORN THE KING

The king of Gondor is returned to his people, yet before he can truly claim the crown, Aragorn must lead an army to the black gate of Mordor itself! Aragorn the King is the central Hero in The Black Gate Opens (page 78).

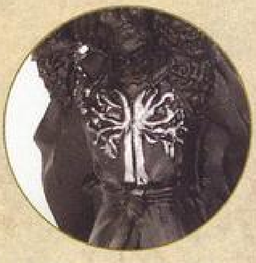


● ● **Flesh:** Tanned Flesh, Dwarf Flesh,
◐ Dwarf Flesh/Bleached Bone.

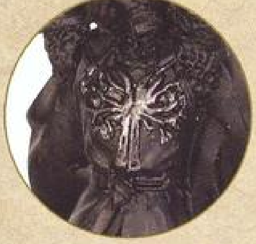
● ● **Hair:** Scorched Brown, Bestial Brown.

● ◐ **Cloth:** Chaos Black, Chaos Black Space Wolves Grey.

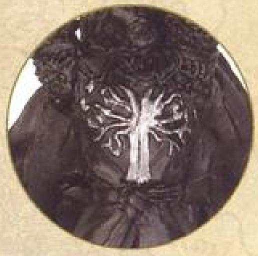
WHITE TREE



The White Tree is basecoated Chainmail.

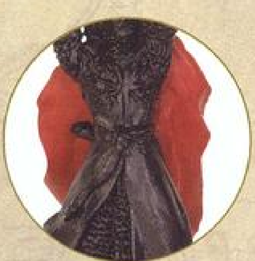


Use a Black Ink wash to shade the metal.

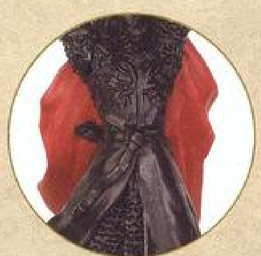


Finally, use Mithril Silver to highlight the edges.

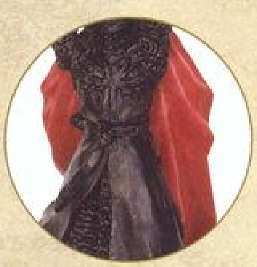
CLOAK



Start by painting the lining of the cloak Red Gore.

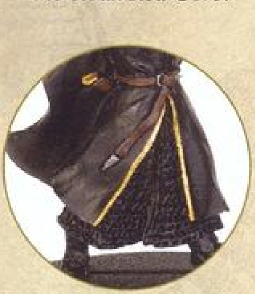


Apply a mix of Red Gore and Dwarf Flesh to the raised areas.

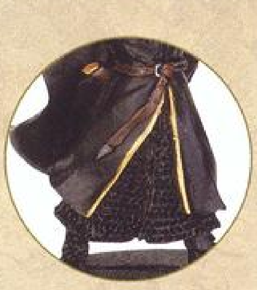


Finish off with a fine highlight of Dwarf Flesh.

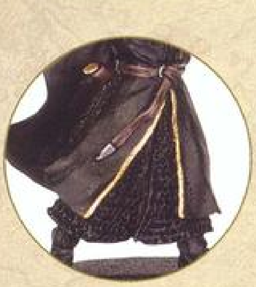
DETAILS



Basecoat the trim Shining Gold and the belt Scorched Brown.



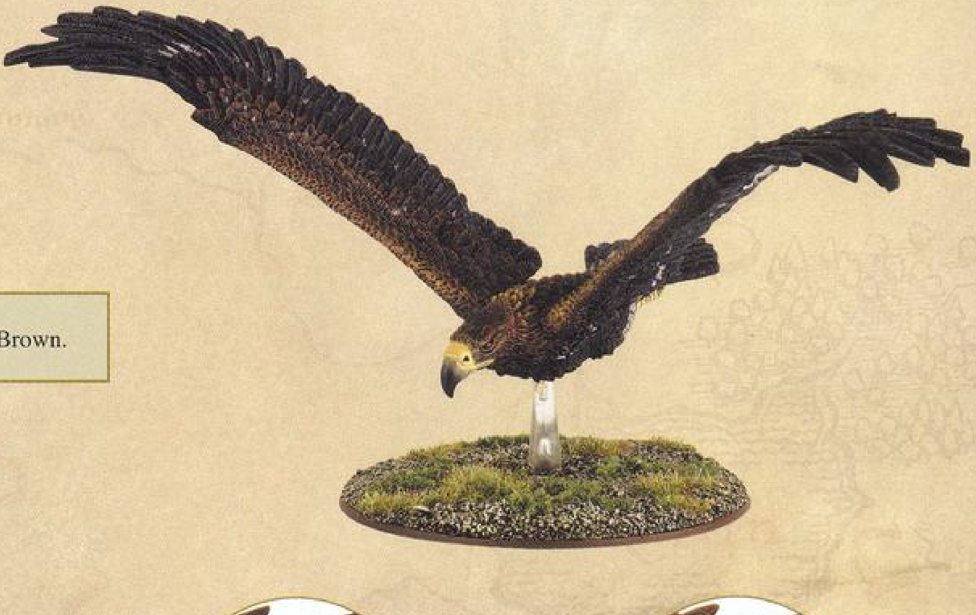
Shade the trim with Chestnut Ink and highlight the belt Scorched Brown and Bleached Bone.



Highlight the trim with a mix of Shining Gold and Mithril Silver, and the belt with Bleached Bone.

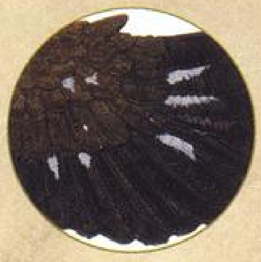
THE EAGLES

Sensing the fate of Middle-earth hangs in the balance, Gwaihir the Windlord, and his brothers Landroval and Meneldor, fly to the Black Gate to fight alongside the Free Peoples. The Eagles are part of The Black Gate Opens scenario (page 78), though could appear in additional scenarios as part of a 'what if'.

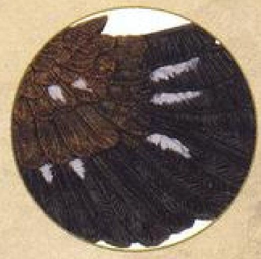


● ● **Beak:** Chaos Black, Bubonic Brown.

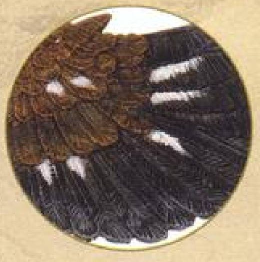
WING



Paint the feathers Scorched Brown, Graveyard Earth and Chaos Black.

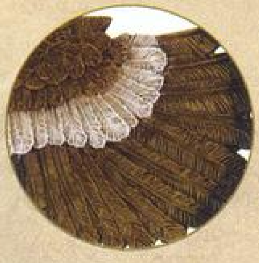


Highlight the areas with Bestial Brown, Bleached Bone and a mix of Codex Grey and Chaos Black.



Finally apply Snakebite Leather, Skull White and Codex Grey.

WING VARIANT

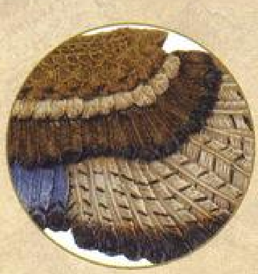


● ● ● Scorched Brown, Bestial Brown, Snakebite Leather.

● ○ ○ Graveyard Earth, Bleached Bone, Skull White.

● ● ● Chaos Black, Codex Grey, Fortress Grey.

WING VARIANT



● ○ Shadow Grey, Fortress Grey.

● ● ● Bestial Brown, Snakebite Leather, Bubonic Brown.

● ● Chaos Black, Codex Grey

● ● Scorched Brown, Bestial Brown,

● ○ Graveyard Earth, Bleached Bone.

SCENARIO 14

THE BLACK GATE OPENS

Though the cost has been high and much of Minas Tirith lies in ruins, Gondor still stands in defiance of the Dark Lord and his minions. Now is the time that Aragorn truly comes into his birthright, though these may yet prove to be the last days remaining to Gondor. As Frodo Baggins slowly journeys towards Mount Doom and the destruction of The One Ring, the Dark Lord marshals another great host within the mountainous walls of Mordor. Sauron's armies are too great to defeat upon the field of battle – it is only through the destruction of The One Ring that victory can be gained. To this end, Aragorn and his allies elect to challenge the Dark Lord directly; to ride north to the black gate of Mordor and draw his eye from the Hobbit who may yet prove his downfall. With less than six thousand men the lords of the West arrive before the Morannon to challenge the great deceiver. For the first time in thousands of years, an alliance of the Free Peoples of Middle-earth stand together against Sauron, united by Aragorn's leadership. The banners of Gondor, Rohan, Dol Amroth and Arnor billow in the wind. Beneath them all manner of folk gather in the shieldwall; Elves, Men, a Dwarf, a Wizard – and even a Hobbit. The fate of the world hangs in the balance.

Somewhat fittingly, the Evil player will carry the day by crushing Good Heroes. Accordingly, the Good player will want to retreat the wounded Heroes to a place where they can be covered by others not yet committed to the fray. All the Good player needs to do is buy time, but if Aragorn falls, it's all over…

PARTICIPANTS

Good

- Aragorn the King.
- Gwaihir.
- Up to 1,200 points of Good named Heroes. Mounted models may not be chosen.

Evil

- 1 Mordor Troll Chieftain.
- 3 Ringwraiths on Fell Beasts.
- Up to 1,000 points of Evil Heroes. Mounted models may not be chosen.

LAYOUT

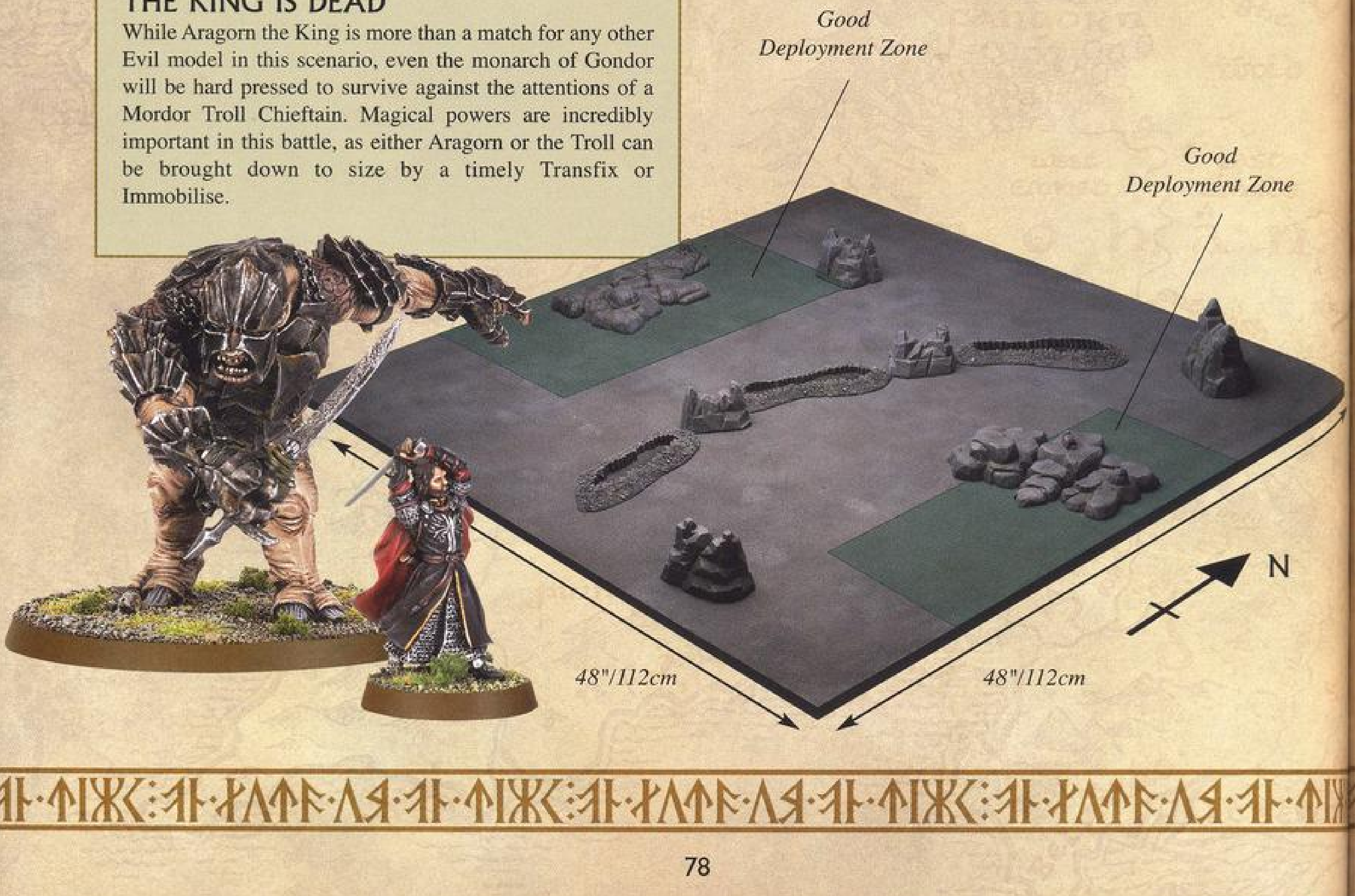
The scenario is played on a board 48"/112cm by 48"/112cm, representing the area before the gates of the Morannon. Two large hills rise up on the east and west board edges and there are a handful of rocky outcrops scattered across the board.

"So it ends as I guessed it would..."

– Pippin, The Return of The King

THE KING IS DEAD

While Aragorn the King is more than a match for any other Evil model in this scenario, even the monarch of Gondor will be hard pressed to survive against the attentions of a Mordor Troll Chieftain. Magical powers are incredibly important in this battle, as either Aragorn or the Troll can be brought down to size by a timely Transfix or Immobilise.



STARTING POSITIONS

The Good player deploys half of his models in each deployment zone (see map) keeping the Eagles to one side. When this has been done, the Evil player puts the Mordor Troll Chieftain on one side and splits his force into two equally sized groups. He deploys one in each half of the board – no Evil model can be closer than 3"/8cm to a Good model. The Mordor Troll Chieftain and the Eagles will be available later in the game.

OBJECTIVES

The game lasts for ten turns. The Evil player wins if any of the following conditions are met before the game ends:

- Four or more Good named Heroes are slain.
- Aragorn is slain.

If the Evil player fails to meet his objectives, the Good player wins.

SPECIAL RULES

Weary with Much Toil. This scenario begins as the battle is well underway. Many Warriors have fallen and the Heroes are spent. To represent this fatigued state, all Good Heroes other than Aragorn start the game with one point less of Might, Will and Fate than on their profile.

The Final Battle. Aragorn is more than a match for most of Sauron's vassals, yet there is one amongst them who can fight him on equal terms. The Mordor Troll Chieftain moves onto the board during the Evil player's fourth Move phase. He may enter from any point on a board edge of the Evil player's choice. Any unnamed Evil Heroes that were slain earlier in the battle can be brought back into play at the same time, from the same point.

The Eagles are Coming! Both the Ringwraiths and the Eagles come late to the battle. The Eagles move onto the board from any board edge at the end of the Good player's fourth Move phase. The Nazgûl move onto the board from any edge at the end of the Evil player's fourth Move phase. Newly arrived models may not charge in the turn they arrive, but may otherwise act normally.

SOMETHING DIFFERENT...

Though a scenario with a large points value, there are only a few models in this game – as in The Death of Kings, the countless Warriors at the battle are assumed to cancel each other out. For a truly earth-shaking game, add 1,000 points worth of Warriors to each side! The objectives remain the same, but the struggle becomes much more epic.

THE BATTLE OF THE PELENNOR FIELDS

So far, you've fought the conflict upon the Pelennor as a series of separate scenarios. For a truly dramatic clash, why not pool your gaming resources with those of your friends and recreate the Battle of The Pelennor Fields in all its glory? The next couple of pages show you how to combine The Death of Kings, Charge of the Mûmakil, The Glory of Dol Amroth and The Return of The King into the ultimate Battle of Pelennor Fields! Make no mistake, this is a colossal game – even if you only play it once, it's an unparalleled gaming experience.

SETTING UP THE BOARD

You'll need four 48"/112cm x 48"/112cm gaming boards, arranged in a square to create the 96"/224cm x 96"/224cm table shown. Each board represents the playing area from one of the scenarios, with The Death of Kings as the eastmost board, Charge of the Mûmakil as the northmost, The Return of The King as the westmost and The Glory of Dol Amroth as the southmost. Set up the terrain on each board as you normally would for the relevant scenario.

FORCES

You'll need to choose four Good forces and four Evil forces – one for each scenario. This is done by following the guidelines contained in the separate scenarios, but with the extra condition that each named Hero may only appear on the board once – Imrahil cannot be in The Glory of Dol Amroth and Charge of the Mûmakil, for example. Note that for The Death of Kings we recommend that you use the optional larger forces described in the scenario.

DEPLOYMENT

Once you've worked out the forces that are being used, deploy them as described in the scenarios, starting with The Death of Kings and working clockwise until all models have been deployed.

MOVING AROUND THE BOARD

Once the game begins, treat the playing area as one large gaming table. Models are free to cross from one board to another, shoot across where the boards join and so on; it's one big playing area, after all!

SPECIAL RULES

All the special rules from the component scenarios also hold true in this game (Merry and Éowyn automatically pass Courage tests, as for the The King is Attacked! special rule in The Death of Kings, for example).

BREAK POINT AND PRIORITY

All the Good models represent one force and all the Evil models represent another for the purposes of determining break points – you don't have to keep track of the separate forces you chose when setting up the scenario. Similarly, each side only makes one roll for priority each turn – this result then applies to the whole game. It's a good idea to put all the casualties in one place to keep track of the state of each force.

VICTORY!

In this game, don't use the objectives from the individual scenarios to determine the winner. Victory is claimed by whichever force is dominant on the Pelennor Fields. The side that is left standing at the end of the game, wins! If you don't want to play to the bitter end, agree what time the game will go on to – the force furthest from breaking wins in this case.

LINKING THE SCENARIOS

If you want to connect your scenarios together in a campaign, you'll need to keep track of how badly injured the Heroes are. The way the scenarios are written, it's assumed that the Heroes have sufficient time to rest between battles and so restore their precious reserves of Might, Will and Fate, as well as heal any wounds that they have suffered. Realistically, the hardships of their journeys are unlikely to allow this, and your Heroes may find themselves locked in combat before they are fully rested. Players will note that the following rules are much simpler than those for The Fellowship of The Ring or The Two Towers – this is due to the larger numbers of Heroes involved. Players should feel free to adapt the campaign rules to match their games, including elements of the systems from previous Journey supplements if they wish.

RECOVERING RESERVES

To determine how well the Heroes have recovered after each scenario, simply nominate a surviving (Good or Evil) Hero and roll a dice for each point of characteristic that has been spent or lost. Start with Might, and then move on to Will, Fate, Courage and Wounds. On a roll of 1, 2 or 3, the Hero has not recovered and starts the next game without that characteristic point restored. On the roll of 4, 5 or 6, that point has been restored and can be used in the next game. If the Hero has any Might, they may use it to modify the dice roll as normal, though you can't attempt to recover this Might point until after the next scenario. Roll for each Hero in turn, noting any changes as you go.

IT'S ONLY A FLESH WOUND... OR IS IT?

It's quite likely that a Hero could be reduced to 0 wounds in the course of a scenario and 'slain'. In reality, they've probably suffered an incapacitating blow or some other, not immediately fatal, occurrence. When this happens, you can use the same process described for recovering reserves to try and revive them – clearly the Hero's friends have carried their prone companion away from danger. In such cases you may only roll to recover Wounds, not any other profile characteristic. If you fail to recover one or more Wounds on the Hero's profile then that hero has died and their role in the tale is over.

Note that some Heroes are destined to die in some scenarios: Théoden and the Witch-king in The Death of Kings and Suladân in The Horse and The Serpent – you may not roll to revive them should they die in these scenarios.

WINNING THE CAMPAIGN

The Good player wins The Return of The King campaign by playing through all the scenarios without Frodo being slain and victory being achieved in The Black Gate Opens. If Frodo is slain, or the forces of Good are thwarted in the final scenario, the world is doomed to a second darkness, as Sauron, the Lord of The Rings, claims victory over Middle-earth!

CONTINUING THE ADVENTURE

Even though you've now completed the story of The Lord of The Rings, the hobby does not end here. There are many more miniatures to collect and paint, battlefields to build and worlds to conquer.

LEGIONS OF MIDDLE-EARTH

Legions of Middle-earth provides you with guidance on forming your collection of miniatures into a mighty army and rules for fighting The Lord of The Rings battles. In a Legions of Middle-earth game players can recreate all manner of battles, from small skirmishes, such as between a handful of troops to bloody battles with hundreds of warriors.

SOURCEBOOKS

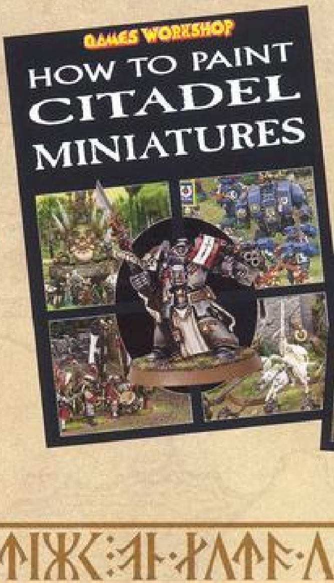
Each of these volumes examines a region of Middle-earth, exploring the Warriors, Heroes and monsters that live there. In every sourcebook, you'll find detailed background for an area of Middle-earth, its inhabitants and armies, as well as exciting scenarios, themed army lists and painting tips.

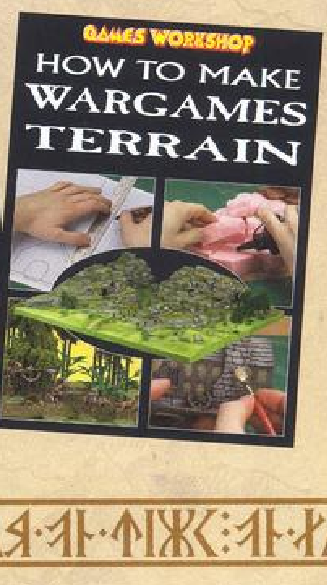
PAINTING

If you want to build on the painting skills you've learnt over the course of the Journeys, you'll find How to Paint Citadel Miniatures has a wealth of information on painting techniques, both basic and adavanced.

BUILDING TERRAIN

You've constructed much of Middle-earth, but imagination is the only limit on the terrain you can make for your games. How to Make Wargames Terrain is full of guidance on taking your terrain building skills further and making your battlefields even grander.





GOOD HEROES

Prince Imrahil is the Lord of Dol Amroth, the fair port city on the Bay of Belfalas. Though he possesses martial skills all but unparalleled in Gondor, it is Imrahil's gift of inspiration that shows his true quality, for he is able to rally those around him in even the most dire of circumstances. It is chiefly through Imrahil's leadership that the fiefdoms of Gondor have been spared the worst in these days of shadow.

Prince Imrahil of Dol Amroth (Man) Points Value: 135

	F	S	D	A	W	C	M/W/F
Imrahil	6/-	4	7	3	3	6	3 / 3 / 3

Wargear

Imrahil carries a sword (hand weapon) and shield, and wears heavy armour. He can be given the following items at additional cost:

Armoured Horse	*15 points*
Lance	*5 points*

Special Rules

The Lineage of Númenor. Imrahil commands great respect and loyalty from all the free folk of Middle-earth. The range of Prince Imrahil's Stand Fast! is 12"/28cm rather than 6"/14cm.

Though growing old, Forlong is one of the most famous lords in all of the fiefdoms. His massive size belies an incomparable strength, and a blow from the Lord of Lossarnach is likely to shatter any shield set to thwart his strike.

Forlong the Fat (Man) Points Value: 60

	F	S	D	A	W	C	M/W/F
Forlong	4/-	5	6	2	3	4	3 / 1 / 1

Wargear

Forlong carries a spear and wears heavy armour. He can have the following equipment at additional cost:

Horse	*10 points*

The clan chief of Lamedon, Angbor is a bold – some would say reckless – leader whose warrior skills have been honed across decades. Angbor has never once fled the field of battle, no matter how desperate the situation.

Angbor the Fearless (Man) Points Value: 55

	F	S	D	A	W	C	M/W/F
Angbor	4/-	4	5	2	2	5	2 / 3 / 1

Wargear

Angbor carries a two-handed sword and wears armour. Note that he does not carry a hand weapon and so is otherwise considered to be unarmed.

The King of the Dead (Spirit) Points Value: 100

In ages long past, this king led his people in defiance of Isildur's will. Though his body is long since dust, his spirit lingers on, bound evermore to the fate of Gondor's royal line. A ghostly echo of the man he once was, the king no longer rules over lands or chattels. Instead he is doomed to hold court over his accursed people until Isildur's heir releases them from bondage. Such thraldom chafes at this once proud man and only serves to feed the malice that eats away at what remains of his soul.

	F	S	D	A	W	C	M/W/F
King of the Dead	4/-	4	8	1	2	7	0 / 6 / 3

Wargear

The King of the Dead carries a rusty sword (hand weapon) and wears ancient armour.

Special Rules

Terror. See main rules manual.

Blades of the Dead. The swords of the Dead have long lost their edge, and yet armour is of scarce use against them – the only defence is a brave heart. When determining what number the Dead need to wound their opponents, use the opponent's Courage rather than its Defence on the Wound chart. For example, when rolling to wound against an Orc archer, the King's Strength of 4 is cross-referenced on the Wound chart not with the Orc's Defence of 4, but with the Orc's Courage of 2 (so the King needs only a 3+ to wound the Orc).

Drain Soul. An enemy that suffers a wound from the King of the Dead is automatically slain regardless of the number of wounds on its profile. Heroes can use Fate to avoid wounds suffered from the King but if even a single wound is not avoided, they are slain.

The Dead and the Living. The Dead are a terrifying presence for all mortals, including their allies. As a consequence of that, only the Army of the Dead may use the King's 'Stand Fast!'

Halbarad Dunádan Points Value: 65

Kinsman to Aragorn, Halbarad Dunádan is amongst his closest and most loyal companions. A skilled leader and warrior both, Halbarad assumes command of the Dunedain when Aragorn is abroad in the wilds, and has brought aid to Isildur's heir on more than one occasion.

	F	S	D	A	W	C	M/W/F
Halbarad Dunádan	5/3+	4	5	2	2	6	3 / 2 / 1

Wargear

Halbarad carries a sword (hand weapon), a bow and wears armour. He can be given additional equipment at the following cost:

Spear	*1 point*
Horse	*10 points*
The Banner of Arwen Evenstar	*60 points*

Special Rules

The Banner of Arwen Evenstar. When unfurled by Halbarad as the captured Black Ships approached the Harlond, the Banner of Arwen Evenstar filled the beleaguered hearts of Men with renewed hope and joy. The Banner of Arwen Evenstar counts as a banner but will affect all friendly models within 6"/14cm, not 3"/8cm. In addition, every Good model within 6"/14cm of the banner automatically passes any Courage test they are required to take. Halbarad may still use his bow if he carries this banner.

Unlike many of the Elves of Rivendell, Elrond's sons, Elladan and Elrohir, take an active role in the affairs of Middle-earth. Their skills of battle have been honed over many centuries roaming beyond the boundaries of their father's house to hunt down and slay the servants of the Enemy. This life in the wilds has meant that the twins have long been allies to the Rangers of the North and the line of Isildur, and have ridden alongside some of the greatest chieftains of the Dunedain, including Aragorn and his father, Arathorn.

Elladan and Elrohir (Elves) Points value: 140 for both

	F	S	D	A	W	C	M/W/F
Elladan/Elrohir	6/3+	4	5	2	2	6	3 / 2 / 2

Wargear

Elladan and Elrohir wear light Elven armour. They both carry two Elven blades. They may have the following at additional cost:

Heavy armour	*10 points for both*
Elven cloaks	*20 points for both*
Horses	*20 points for both*
Elf Bow	*10 points for both*

Special Rules

Woodland Creatures.

Twin Elven Blades. The twins habitually carry two Elven blades, or an Elven blade and a long dagger. At the start of the Fight phase, the Good player must declare whether each twin is attacking with two swords, attacking with a single sword, or defending. If he is attacking with two swords he fights as normal, but gains an extra attack (for a total of three) for the duration of the combat. If he is attacking with a single sword he fights with only two Attacks, but counts as armed with a two-handed sword for the duration of the combat. If he is defending, he follows the same rules as a model that is 'shielding' using a shield, obtaining a total of four Attacks, but forfeiting the possibility of striking blows if victorious. Note that the remaining twin cannot defend if his brother has been killed.

Unbreakable Bond. If one of the twins is killed, the other will be driven mad by grief and charge the enemy with fury, abandoning all thoughts of self-preservation. To represent this, immediately after the death of one of the twins, the surviving one's Strength is increased to 5, but his Defence is reduced to 4. He will always pass any Courage test he is required to take. In addition, he will always move as quickly as possible towards the model that killed his brother and will always charge it if possible. If that model is killed, the surviving twin will then move as quickly as possible and charge towards the closest visible enemy for the rest of the game.

Tall and strong, Erkenbrand is Lord of the Westfold of Rohan and it is said that the valour of the legendary Helm Hammerhand lives again in him. With the death of King Théoden's son, Théodred, at the First Battle of the Fords of Isen, Erkenbrand becomes the head of all Rohan's western defences and a key commander upon the Pelennor Fields.

Erkenbrand, Captain of Rohan (Man) Points Value: 65

	F	S	D	A	W	C	M/W/F
Erkenbrand	5/4+	4	7	2	2	4	3 / 1 / 1

Wargear

Erkenbrand wears heavy armour and is equipped with a sword (hand weapon) and shield. He also carries the Horn of the Hammerhand. He may have the following at additional cost:

Horse	*10 points*

Special Rules

Expert Rider. See the main rules manual for details.

Horn of the Hammerhand. The sound of the Horn of the Hammerhand fills the men of Rohan with courage and strength. Once per game, at the beginning of any Fight phase, Erkenbrand may blow the Horn of the Hammerhand. For the duration of that fight, any Rohan models on the battlefield count as being within 3"/8cm of a banner.

Beregond is possessed of an unshakable honour and sturdy sword arm. He is dedicated to the ideals of Gondor, but is no unthinking servant and is likely to question his orders if they contradict his feelings of right and wrong.

Beregond of Gondor (Man) Points Value: 20

	F	S	D	A	W	C	M/W/F
Beregond	4/3+	4	6	1	1	4	1 / 1 / 1

Wargear

Beregond carries a hand weapon, a longbow (counts as an Elf bow) and wears heavy armour. He can be given a horse at additional cost:

Horse	*6 points*

Special Rules

Bodyguard. At the beginning of the game choose one Hero of Gondor among those in your force for Beregond to protect. As long as this Hero is on the table, Beregond will automatically pass all Courage tests he has to take. If the Hero is killed or leaves the table, Beregond reverts to the normal rules for Courage.

The Rangers of the North are the descendants of Arnor's nobles houses and the defenders of her trust. Forbidding Men, grim of face and worn as weathered rocks, they patrol the lands of Eriador against the servants of Sauron.

Ranger of the North Points Value: 25

	F	S	D	A	W	C	M/W/F
Ranger of the North	4/3+	4	5	1	1	5	1 / 1 / 1

Wargear

The base profile for a Ranger of the North includes armour, a sword (hand weapon) and a bow. He can be given additional equipment at the following extra cost:

Spear	*1 point*
Horse	*6 points*

Chief of the wildmen of Drúadan forest, Ghan-buri-ghan cares little for the world outside his forest home. Like all his race, the chieftain hates the Orc-folk who trespass the bounds of Druadan. Faced with a common enemy, he readily agrees to guide Theoden and his riders through the forest and into battle against the Orcs.

Ghân-buri-ghân (Man) Points Value: 45

	F	S	D	A	W	C	M/W/F
Ghân-buri-ghân	4/3+	4	4	2	2	4	3 / 1 / 1

Wargear

Ghân-buri-ghân carries a spear and a poisoned blowpipe.

Poisoned Blowpipe. The poisoned blowpipe can be fired in the Shooting phase if the bearer did not move in the preceding Move phase. It has a range of 12"/28cm and a Strength of 2. Every time a '1' is rolled on the D6 to wound from a blowpipe shot, the player must re-roll it.

Special Rule

Woodland Creature

Stalk Unseen. Ghân-buri-ghân can travel silently and stealthily when he wishes to. He counts as wearing an Elven cloak.

Hate Orc-folk. Ghân-buri-ghân adds +1 to the dice when rolling to wound Orcs, Goblins and Uruk-hai in close combat.

Chief of the Wildmen. Only the Woses may use Ghân-buri-ghân's Stand fast!

Cirion, Lieutenant of Amon Barad (Man) Points value: 55

Named for a Steward of old, Cirion hails from one of Minas Tirith's nobler families. Though not amongst the most experienced of Gondor's captains, Cirion compensates for his lack of years with a self-confidence that may one day prove to be his undoing.

	F	S	D	A	W	C	M/W/F
Cirion	4/4+	4	6	2	2	4	3 / 1 / 1

Wargear

Cirion wears armour. He carries a sword (hand weapon) and a shield.

Special Rules

Boldest of the Bold. Cirion is at his most determined when facing dangers that would crush the spirit of a lesser man. When attempting to charge an enemy that causes Terror, Cirion receives a +2 bonus to his Courage.

Madril, Captain of Ithilien (Man) Points value: 55

Madril is a Ranger, with many long years of experience of a profession in which few survive more than a handful of seasons. A master of ambush and stealth, Madril directs his efforts against those of Sauron's forces who are slowly tightening their grip on the land of Ithilien.

	F	S	D	A	W	C	M/W/F
Madril	4/3+	4	5	2	2	4	3 / 1 / 1

Wargear

Madril wears armour. He carries a sword (hand weapon) and a bow.

Special Rules

Master of Ambush. Madril's true forte is the crafting of surprise attacks and careful ambushes where a portion of the warriors at his command appear upon the enemy's flanks at a critical moment in the battle. In scenarios where the Good player can roll for additional forces to arrive (such as those that use the Reinforcements rule) he receives a +1 bonus to the dice rolls if Madril is on the board. If Madril is not on the board and is waiting to arrive as reinforcements, he may only apply this bonus to his own roll to enter play.

Rohan Outrider (Man) Points value: 10

Though all Rider of Rohan are experts in the saddle, Outriders must be exceptional even amongst their peers, scouting ahead of the main Rohan forces and laying ambushes for enemy warriors.

	F	S	D	A	W	C	M/W/F
Rohan Outrider	3/3+	3	4	1	1	3	0 / 0 / 1
Horse	0	3	4	0	1	3	

Wargear

Rohan Outriders wear armour and are equipped with a sword (hand weapon) and a bow. At an additional cost, they may have the following:

Horse .... 5 points

Special Rules

Expert Rider. See main rules manual.

GOOD WARRIORS

The Men of Lossarnach are unusually armed, choosing to wield broad-bladed axes in place of the more commonplace spear and sword. The sons of Lossarnach wield these polearms with fearsome skill, battering aside or crushing any who would stand before them.

Axeman of Lossarnach (Man) Points Value: 9

	F	S	D	A	W	C
Axeman of Lossarnach	4/-	3	5	1	1	3

Wargear

The Axemen of Lossarnach wear heavy armour and carry two-handed axes. They may carry a banner at additional cost:

Banner . . . . *25 points*

Special Rules

Axe of Lossarnach. These heavy weapons combine a broad axe head with a spear tip. An Axemen of Lossarnach may use his axe as either a spear or a two-handed weapon.

The Clansmen of Lamedon make their homes in the untamed foothills of the White Mountains. Preferring a wilder way of fighting, such folk may be unsuited to the ordered battlelines at the heart of Gondor's armies but are formidable skirmishers, using their long blades to great effect.

Clansman of Lamedon (Man) Points Value: 8

	F	S	D	A	W	C
Clansman of Lamedon	4/-	3	4	1	1	5

Wargear

Clansmen of Lamedon carry two-handed swords and wear armour. Note that they do not carry a hand weapon and so are otherwise considered to be unarmed.

Special Rules

The Honour of Lamedon. The Clansmen of Lamedon are fanatically loyal to their chief, Angbor the Fearless. Clansmen of Lamedon always count as being within the area of effect of a banner if Angbor the Fearless is within 6"/14cm.

The Woses have lived in the Drúadan forest since before the time of Elendil, rarely venturing into the outside world. For all that, the Woses can be a dangerous foe, having learnt to defend themselves against Orc raiders and prowling Wargs.

Wose Warrior (Man) Points Value: 7

	F	S	D	A	W	C
Wose	3/3+	3	3	1	1	3

Wargear

A Wose Warrior carries a spear and a blowpipe.

Poisoned Blowpipe. The poisoned blowpipe can be fired in the Shooting phase if the bearer did not move in the preceding Move phase. It has a range of 12"/28cm and a Strength of 2. Every time a '1' is rolled on the D6 to wound from a blowpipe shot, the player must re-roll it.

Special Rule

Woodland Creature.

Stalk Unseen. Woses can travel silently and stealthily when they wish to. They count as wearing Elven cloaks.

Hate Orc-folk. Woses add +1 to the dice when rolling to wound Orcs, Goblins and Uruk-hai in close combat.

The Swan Knights of Dol Amroth are the elite of Gondor, stern of aspect and peerless upon the field of battle, a memory of days long ago lost. Some fight on foot, but most fight from horseback, guiding gleaming lances into the heart of the enemy formations. Where the Swan Knights ride, hope is reborn and victory is torn from the darkness of defeat.

Knight of Dol Amroth (Man) Points Value: 9

	F	S	D	A	W	C
Knight of Dol Amroth	4/-	3	6	1	1	4

Wargear

A Knight of Dol Amroth carries a hand weapon and shield, and wears finely crafted heavy armour. He can be given the following items at additional cost:

Armoured Horse	*9 points*
Lance	*1 point*
Banner (up to one per Hero included in the same force)	*30 points*

Special Rules

Dol Amroth for Gondor! The Knights of Dol Amroth are fantastically skilled fighters, proud of their skills and of their prince – they are the elite warriors of Gondor. To represent this, Knights of Dol Amroth always count as being within the area of effect of a banner if Prince Imrahil is within 12"/28cm.

Dol Amroth's defence rests not only upon the shoulders of her knights, but also upon her Men-at-arms, a force of standing soldiery sworn to the prince's service. Unlike the Swan Knights, these Men-at-arms are of common birth, but are no less dedicated to the protection of Gondor and Dol Amroth. Armed with sturdy pikes and clad in plate armour, blocks of Men-at-arms march in support of the knights, forming a reliable core of warriors.

Man-at-arms of Dol Amroth (Man) Points Value: 8

	F	S	D	A	W	C
Man-at-arms of Dol Amroth	4/-	3	5	1	1	3

Wargear

Men-at-arms of Dol Amroth wear heavy armour. They may be given the following equipment at additional cost:

Pike	*1 point*
Banner (up to one per Hero included in the same force)	*25 points*

Special Rules

Dol Amroth for Gondor! The Men-at-arms of Dol Amroth fight all the harder under the eyes of their prince. To represent this, Men-at-arms of Dol Amroth always count as being within range of a Banner if Prince Imrahil is within 12"/28cm

The Rangers of Gondor are hand-picked from the inhabitants of Ithilien for their skill at woodcraft and archery, and are the first line of defence against the hordes of Mordor, holding the crossings of the Anduin against the servants of Sauron.

Ranger of Gondor (Man) Points value: 8

	F	S	D	A	W	C
Ranger of Gondor	4/3+	3	4	1	1	3

Wargear

The base profile for a Ranger of Gondor includes a sword (hand weapon), a bow and tough leather armour. Any warrior can be given additional items at the following extra cost:

Spear	*1 point*

The Osgiliath Veterans are a dour and grim band. Though their armour is pitted and scarred and they carry dozens of small wounds, their fighting spirit is undiminished. Osgiliath may be ruined, a shadow of its former glory, but the veterans defend it with their lives, proud and defiant to the end.

Osgiliath Veteran (Man) Points value: 8

	F	S	D	A	W	C
Osgiliath Veteran	3/4+	3	5	1	1	4

Wargear

Osgiliath Veterans carry a hand weapon and are clad in dented and battle-scarred heavy armour. At an additional cost they may carry the following:

Bow	*1 point*
Spear	*1 point*
Shield	*1 point*

Special Rules:

Loyal to the Captains. The Osgiliath Veterans have fought alongside Boromir and Faramir for months, if not years, and each one of them is loyal unto death. So long as an Osgiliath Veteran is within 6"/14cm of either Boromir or Faramir (or both) he receives a bonus of +1 to its Fight value.

After many long centuries there is naught left of the oathbreakers save for whispering shadows and spectral forms, yet they are still a danger to the mortal world. The blades of the dead may have long lost their edge, but armour is of no defence against such ghostly weapons.

Warrior of the Dead (Spirit) Points Value: 15

	F	S	D	A	W	C
Warrior of the Dead	3/-	3	7	1	1	6

Wargear

Being incorporeal creatures, the Warriors of the Dead count as armed only with hand weapons regardless of the actual equipment they are carrying, so the rules for their spears, two-handed axes and shields do not apply.

Special Rules

Terror.

Blades of the Dead. See the entry for the King of the Dead.

At the vanguard of the Army of the Dead ride swift moving horsemen, whose spectral blades are as deadly as any forged from iron. Oft-times such riders can be seen galloping across the hillsides around the stone of Erech, on purposes unguessable to all but they.

Rider of the Dead (Spirit) Points Value: 20

	F	S	D	A	W	C
Rider of the Dead	3/-	3	7	1	1	6

Wargear

A Rider of the Dead counts as being armed with a hand weapon.

Special Rules

Terror; Blades of the Dead (see above).

Spectral Steed. The ethereal steed of the Rider of the Dead does not function in the same way as regular cavalry. The rider and his steed are counted as a single model on foot with a Move of 10"/24cm – because Riders of the Dead are not mounted models, they do not receive cavalry bonuses.

EVIL HEROES

Lieutenant of Dol Guldur, Khamûl is second amongst the Ringwraiths, a dark terror clad in an impenetrable shroud of cloth and armour. The knowledge of how he came into the service of the Lord of The Rings has long been lost, though a few of the Wise believe that he once ruled a land beyond Mordor's eastern boundaries. This at least must be partially true, for only a king of great influence would have received the tainted gift of a Ring of Power. Other than this, little is known of Khamûl's past save what he has done since in the service of Mordor. Whatever the deeds of the man that he once was, Khamûl walks now only where Sauron bids him, his will bound solely to that of his dark master.

Khamûl the Easterling (Spirit) Points value: 120

	F	S	D	A	W	C	M/W/F
Khamûl the Easterling	5/-	4	8	1	1	6	2 /12/ 2

Wargear

Khamûl carries a wicked-bladed sword (hand weapon). He may ride the following at additional cost:

Horse	*10 points*
Armoured horse	*15 points*
Fell beast	*50 points*

Special Rules

Essence Leech. Khamûl's touch can drain foes of their vitality. If Khamûl causes a wound, he instantly regains a point of Will for each wound caused (unless that wound is 'saved' with a point of Fate). This ability cannot be used to take his Will above 12. In addition, Khamûl may expend a single point of Will at the start of the Fight phase (before heroic combats are resolved) to increase either his Strength, Fight, or Attacks value by one for the remainder of the Fight phase. He may only expend a single point of Will in this way each turn.

The Will of Evil. During the game, Khamûl must give up 1 point of Will at the end of the Fight phase if he has been in a fight. Note that if Khamûl is touching an enemy he must fight, he cannot choose not to fight! He does not have to give up Will if he is fighting against a model wearing The Ring – not even if other enemy models are included as part of a multiple combat. Once Khamûl suffers 1 Wound or has 0 Will remaining, he is banished and removed as a casualty.

Terror. Khamûl is a terrifying supernatural creature. He evokes Terror as described in the Courage section.

Harbinger of Evil. All Good models within 12"/28cm of Khamûl suffer a -1 penalty to their Courage value until they move out of range (note that this is not cumulative with other rules that confer similar penalties, such as the Balrog's Ancient Evil rule).

Magical Powers

Black Dart. Range 12"/28cm. Dice score to use: 6+.
Compel. Range 12"/28cm. Dice score to use: 5+.
Drain Courage. Range 12"/28cm. Dice score to use: 3+.
Sap Will. Range 12"/28cm. Dice score to use: 4+.
Transfix. Range 12"/28cm. Dice score to use: 4+.

Fell Beast. Ringwraiths often ride these evil creatures. Rules for monstrous mounts are given in the Advanced Rules section in the main rules manual.

	F	S	D	A	W	C
Fell Beast	5	6	6	2	3	3

Fly. A Fell Beast moves by flying – its move is 12"/28cm. It can fly over the top of any models or terrain without penalty. It cannot enter woods, buildings and other terrain that has been deemed impassable, but can land on top of any of these if the players so agree at the beginning of the game. Fell Beasts cannot be used in scenarios that take place in Moria or other subterranean areas.

Feral. If the Ringwraith riding the Fell Beast is killed or dismounts, the creature will automatically fail its Courage test and flee the field.

Note on Choosing Ringwraiths:

This version of Khamûl represents him at the height of his power and proximity to the Dark Lord. If you use Khamûl, he replaces one of the ordinary Ringwraiths as detailed in the main rules manual, ie, you may include the Witch-king, Khamûl, and seven ordinary Ringwraiths in your force.

Suladân, The Serpent Lord (Man) Points value: 90

	F	S	D	A	W	C	M/W/F
Suladân	5/4+	4	5	3	3	5	3 / 3 / 1

Wargear

Suladân carries the Kaharil blade of Mardat (hand weapon) and wears armour. He can be given the following items at additional cost:

Bow	*5 points*
Horse	*10 points*

Special Rules

Poisoned Arrows. The Haradrim always smear the tips of their arrows with the preserved venom of reptiles and scorpions living in their lands. Every time the player hits a model with a Haradrim arrow, but rolls a 1 on the D6 to wound it, he must re-roll the D6.

Ascendant. Suladân's reputation is growing with each victory and his very presence can inspire armies to great deeds. The range of Suladân's Stand Fast! rule is 12"/28cm rather than 6"/14cm.

Suladân was already a renowned chieftain in the armies of Harad when he ventured into ruined Kârna and found the sword of Mardat. Since then, the name of the Serpent Lord has once more become a famous one throughout Harad, and grows further still with each victory. Curiously, the legend of Mardat tells how the original Serpent Lord was slain by a rival in single combat – Suladân may yet share the same fate.

Khandish Chieftain (Man) Points value: 50

	F	S	D	A	W	C	M/W/F
Khandish Chieftain	4/4+	4	5	2	2	4	2 / 1 / 1

Wargear

A Khandish Chieftain carries a chieftain's axe (Elven blade) and wears armour. He may have the following equipment at additional cost:

Bow	*5 points*
Horse	*10 points*
Khandish Chariot	*30 points*

Khandish Chariot. This is a steed that moves 10"/24cm a turn. It follows all the normal rules for monstrous mounts, with the following exceptions:

1. The chariot may not jump obstacles that form a physical barrier, such as hedges, fences or rocks. It may attempt to cross such obstacles as streams or gullies if the controlling player wishes, but if a 1 is rolled on the Jump test, the chariot is automatically destroyed and the rider is thrown.

2. Chariots allow greater freedom of movement, and make for much more stable fighting platforms than other steeds. A model in a chariot may move their full distance and still shoot a bow. In addition, a model riding a chariot may use a two-handed weapon if they wish, and may carry both a bow and a two-handed weapon. If they become dismounted, they must abandon either their bow or their two-handed weapon.

EVIL WARRIORS

Only the most skilled and devoted warriors join the ranks of the Serpent Guard, the very elite of Suladân's armies. In return for their dedication, the Serpent Guard receive first pick over the spoils of war, making them far wealthier than the common tribesmen of Suladân's army.

Serpent Guard (Man) Points Value: 8

	F	S	D	W	A	C
Serpent Guard	4/4+	3	4	1	1	3

Wargear

A Serpent Guard wears armour and carries a spear.

Special Rules

Poisoned Blades. The weapons of the Serpent Guard are coated with a deadly poison. Each time a Serpent Guard attempts to wound an enemy in a fight, but rolls a 1 on the dice to wound, he must re-roll the dice.

The Serpent Riders of Harad are the most experienced of Suladân's cavalrymen, using their poisoned lances and scimitars to scatter the foe. Few can outfight them, but to flee is folly.

Serpent Rider (Man) Points Value: 13

	F	S	D	W	A	C
Serpent Rider	4/4+	3	4	1	1	3

Wargear

A Serpent Rider wears armour. He rides a horse and carries a war spear.

War Spear. A Haradrim war spear is used as a lance from horseback and as a spear on foot.

Special Rules

Poisoned Blades. The weapons of the Serpent Guard are coated with a deadly poison. Each time a Serpent Guard attempts to wound an enemy in a fight, but rolls a 1 on the dice to wound, he must re-roll the dice.

The backbone of the Khandish hosts are steady warriors, as skilled at fighting from horseback as they are at fighting on foot. All have sworn allegiance to a particular king or chieftain whose heraldry they carry into battle.

Khandish Warrior (Man) Points value: 7

	F	S	D	A	W	C
Khandish Warrior	3/4+	3	4	1	1	3

Wargear

A Khandish Warrior carries a two-handed axe and wears armour. He may exchange his two-handed axe for a bow at no additional cost.

Many Khandish warriors elect to fight from horseback, the better to close swiftly with their enemies.

Khandish Horseman (Man)

Points value: 11

	F	S	D	A	W	C
Khandish Horseman	3/4+	3	4	1	1	3
Horse	0	3	4	0	1	3

Wargear

A Khandish Horseman carries a bow and wears armour.

Khandish Charioteer (Man)

Points value: 25

	F	S	D	A	W	C
Khandish Charioteer	3/4+	3	4	1	1	3
Khandish Chariot	0	3	6	0	3	0

Wargear

A Khandish Charioteer wears armour, carries a two-handed axe and rides in a chariot. He may have the following equipment at additional cost:

Bow .... 1 point

Khandish Chariot. See Khandish Chieftain, Page 93 for details.

The personal guard of the Khandish kings ride to battle in formidable chariots. Only the most loyal of all the Variags in a king's army are chosen for this honour.

Orc Tracker (Orc)

Points value: 5

	F	S	D	A	W	C
Orc Tracker	3/4+	3	3	1	1	2

Wargear

An Orc Tracker carries an Orc bow and a hand weapon, and wears crude Orc armour. At an additional cost any warrior may have the following:

Warg .... 6 points

Orc Trackers are smaller and even less formidable than their brethren. They can cover great distance at speed, however, and are more skilled at archery than other Orcs, able to match the soldiery of Gondor.

SUMMARY

	F	S	D	A	W	C	M/W/F	Special Rules	Page Number
Angbor the Fearless	4/-	4	5	2	2	5	2 / 3 / 1		84
Axeman of Lossarnach	4/-	3	5	1	1	3		Axe of Lossarnach	89
Beregond of Gondor	4/3+	4	6	1	1	4	1 / 1 / 1	Bodyguard	87
Cirion	4/4+	4	6	2	2	4	3 / 1 / 1	Boldest of the Bold	88
Clansman of Lamedon	4/-	3	4	1	1	5		The Honour of Lamedon	89
Elladan/Elrohir	6/3+	4	5	2	2	6	3 / 2 / 2	Twin Elven Blades; Unbreakable Bond	86
Erkenbrand	5/4+	4	7	2	2	4	3 / 1 / 1	Expert Rider; Horn of the Hammerhand	86
Fell Beast	5	6	6	2	3	3		Fly	92
Forlong the Fat	4/-	5	6	2	3	4	3 / 1 / 1		84
Ghân-buri-ghân	4/3+	4	4	2	2	4	3 / 1 / 1	Woodland Creature; Stalk Unseen; Hate Orc-folk Chief of the Wildmen	87
Halbarad Dunádan	5/3+	4	5	2	2	6	3 / 2 / 1	The Banner of Arwen Evenstar	85
Imrahil	6/-	4	7	3	3	6	3 / 3 / 3	The Lineage of Númenor	84
Khamûl the Easterling	5/-	4	8	1	1	6	2 /12/ 2	Essence Leech; The Will of Evil; Terror; Harbinger of Evil	92
Khandish Charioteer	3/4+	3	4	1	1	3		Khandish Chariot	95
Khandish Chariot	0	3	6	0	3	0		Khandish Chariot	95
Khandish Chieftain	4/4+	4	5	2	2	4	2 / 1 / 1		93
Khandish Horseman	3/4+	3	4	1	1	3			95
Khandish Warrior	3/4+	3	4	1	1	3			94
King of the Dead	4/-	4	8	1	2	7	0 / 6 / 3	Terror; Blades of the Dead; Drain Soul; The Dead and the Living	85
Knight of Dol Amroth	4/-	3	6	1	1	4		Dol Amroth for Gondor!	90
Madril	4/3+	4	5	2	2	4	3 / 1 / 1	Master of Ambush	88
Man-at-arms of Dol Amroth	4/-	3	5	1	1	3		Dol Amroth for Gondor!	90
Orc Tracker	3/4+	3	3	1	1	2	95		
Osgiliath Veteran	3/4+	3	5	1	1	4		Loyal to the Captains	91
Ranger of Gondor	4/3+	3	4	1	1	3			90
Ranger of the North	4/3+	4	5	1	1	5	1 / 1 / 1		87
Rider of the Dead	3/-	3	7	1	1	6		Terror; Blades of the Dead; Spectral Steed	91
Rohan Outrider	3/3+	3	4	1	1	3	0 / 0 / 1	Expert Rider	88
Serpent Guard	4/4+	3	4	1	1	3		Poisoned Blades	94
Serpent Rider	4/4+	3	4	1	1	3		Poisoned Blades	94
Suladân	5/4+	4	5	3	3	5	3 / 3 / 1	Poisoned Blades	93
Warrior of the Dead	3/-	3	7	1	1	6		Terror; Blades of the Dead	91
Woses Warrior	3/3+	3	3	1	1	3		Woodland Creature; Stalk Unseen; Hate Orc-folk	89

THE LORD OF THE RINGS
STRATEGY BATTLE GAME

> *"The darkness has begun.*
> *There will be no dawn."*
> *– Gandalf, The Return of The King*

This supplement allows you to fight out the battles and encounters of The Return of the King book and film on your own tabletop, painting the miniatures and building the terrain you need as you go.

PAINT THE MINIATURES

Use the detailed painting guides contained within to paint your collection of The Return of The King Citadel miniatures, including the Knights of Dol Amroth, Haradrim Serpent Riders, Morannon Orcs and more…

BUILD THE BATTLEFIELDS

Follow the in-depth stage-by-stage instructions to recreate the battlefields of The Return of The King, from the dank and squalid confines of Shelob's Lair to the indomitable walls of Minas Tirith.

FIGHT FOR THE FUTURE OF MIDDLE-EARTH!

Recreate the story of The Return of The King with a set of detailed scenarios that cover the key moments of the book and the film, including the great clash of armies on the Pelennor Fields and the final terrible conflict at the Black Gates of Mordor!

This is a supplement for Games Workshop's The Lord of The Rings Strategy Battle Game – you will need a copy of the rules in order to play.

ENGLISH

ISBN 1 84154 830 8
PRODUCT CODE 60 04 14 99 022

Visit: www.lordoftherings.net

NEW LINE CINEMA
A Time Warner Company

PRINTED IN CHINA

Copyright © Games Workshop Limited 2007 excepting all materials pertaining to the New Line theatrical productions: The Fellowship of the Ring; The Two Towers; and The Return of The King which are © MMVII New Line Productions, Inc. All Rights Reserved. The Watcher Logo, All quotations from J.R.R. Tolkien's literary trilogy The Lord of the Rings (including any of the volumes thereof) © The Tolkien Estate 1954-55, 1966. All rights reserved. *The Lord of The Rings, The Fellowship of The Ring, The Two Towers, The Return of The King* and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. and Games Workshop Ltd. All Rights Reserved. Games Workshop, the Games Workshop logo, 'Eavy Metal, Citadel and the Citadel device are either ®, TM and/or © Games Workshop Ltd 2000-2007, variably registered in the UK and other countries around the world. All Rights Reserved.